

Mac FORMAT

All your Apple needs

DISCOVER HOW TO...

- > Master layers in Photoshop
- > Make winning presentations
- > Back up your iPhone notes

AND MUCH MORE!

> Mac > iPod > iPhone

> Issue 208 June 2009

MACFORMAT ESSENTIALS

84 PAGES OF ADVICE!

Get more from your Mac apps

Have fun in iPhoto

Build amazing photo slideshows

Get artistic with iWeb

Make better looking websites

Add maps to movies

Use iMovie 09's new features

NEW REVIEWS THIS ISSUE

- > iMac 2.93GHz 24-inch
- > Mac mini 2.0GHz
- > Corel Painter 11

AND MUCH MORE!

**NEW
LOOK
ISSUE!**
Take a peek
inside...

Speed up your Mac

Give any Mac an instant
boost with our
expert tips!

APPLE DREAMS



Mac netbook

What we'd like Apple to make!

TUTORIALS



Get free music!

It's easy and legal on Spotify

INVESTIGATED



Music maestro

Can your Mac teach you piano?

DISC INSIDE!

- > Composer 2.9.4:
Full image editing app!
 - > Secure your Mac
- FULL CONTENTS P128**



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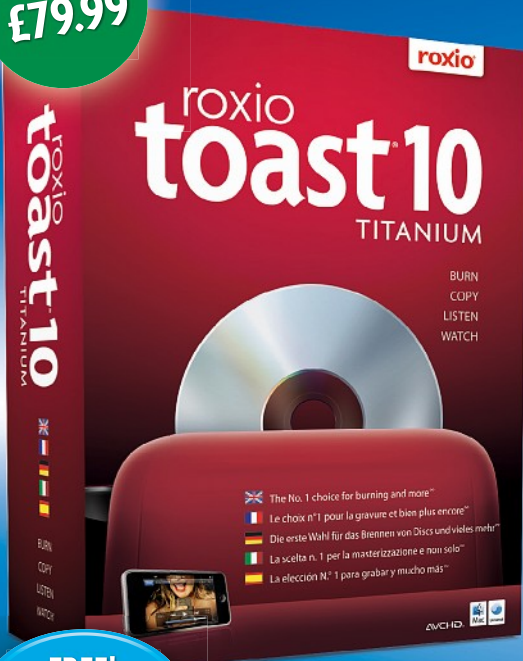
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Welcome...

to MacFormat, the UK's No. 1 Mac magazine!



Subscribe to MacFormat to **save 23%** on the newsstand price, and get a year of back issue PDFs of MacFormat on a 2GB thumb drive. Turn to **p28** to sign up!

Welcome to the new-look *MacFormat*. Over the years you haven't been shy to voice your opinions on the look of *MacFormat*, and you'll be pleased to know we've been listening. You hold in your hands the product of many months of discussion, hard work, planning, preparation and finally implementation.

I'm really pleased with the new look. *MacFormat* is more contemporary than ever before, while being easier to read and navigate at the same time. The designers amongst you will be interested to learn that we're now using the Soho font family throughout the magazine, and we've also implemented a custom font for our Apple keyboard shortcuts, so they look like this: `⌘ + C`.

Looks better, doesn't it?

This month you'll find plenty to get your teeth into. You can learn how to speed up your Mac and read reviews of Apple's latest gear, plus there are tips, tricks and tutorials on all your favourite apps. Oh, and don't miss our essential round-up of easy-to-use web builders on page 106.

I hope you like the new-look *MacFormat* as much as I do, and I look forward to receiving your comments. I'll see you next month on 27 May, when we'll be taking a closer look at OS X's hidden features.

Graham Barlow, Editor
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twitter.com/MacFormat_UK



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Can it really teach you piano? **p24**

> Speed up your Mac

Handy tips for extra speed **p30**

> Get music for free

Unlimited tunes from Spotify **p48**

> Mac problems solved

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Deputy Editor



"There's still no HDMI for one-cable connection to modern TVs, which makes the mini less ideal as a media centre."

Chris isn't convinced by the new Mac mini. p82

Ian Osborne

Reviews Editor



"The new 24-inch iMac gave us few causes for complaints, but there are one or two things we must moan about."

Ian gives the new iMac a thorough going over. p83

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OS X expert



"If you have OS X 10.5.6 and you're frustrated by your widgets, I'll show you how to set things straight."

Trevor looks under the skin of widgets. p60

Luis Villazon

Technical wizard



"The gently increasing version no. correlates with an upward trend in the wonderfulness of your life."

Luis on why you should never fear updates. p77

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Shareware guru



"Seemingly from nowhere, here's the best screen-grab app we've seen on the Mac."

Craig gets bowled over by new screen-grabbing application, Layers. p101

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A MacBook
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Photo World
worth £900
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SPEED UP YOUR MAC P30



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»» ON THE DISC

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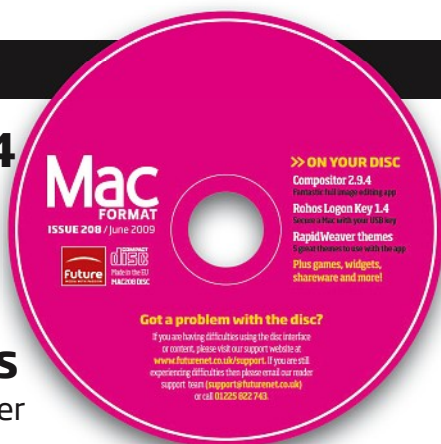
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The iPhone story grows

New software puts iPhone on steroids

NEWS IN BRIEF



Channel 4 iPhone cash

Channel 4's put £100,000 into iPhone application development. Dan Heaf confirms that Channel 4 is seeking titles that "can change how we live and understand real-life problems".

Peripheral support offers substantial opportunities he says, "Could I get my iPhone to talk to and process the data from my heart-rate monitor or become a companion to a diabetes sensor. Yes I can!"

The iPhone has entered a new chapter, as developers ponder the potential possibilities of the newly introduced iPhone OS 3.0 SDK (beta).

Mobile advertising network AdMob claims the iPhone now accounts for 50% of all US mobile web traffic and 33% worldwide. This is at the expense of Windows Mobile and Palm, who both lost half their worldwide share over the last six months. Strong App Store sales have compelled BlackBerry, Nokia, Microsoft and Google to begin introduction of their own stores. Including iPod touch, iPhone developers already have a 30-million-strong market.

Top of the game

MooCowMusic developer Mark Terry remarks: "It's great to see that Apple is not content to have created the most successful mobile platform in history, but is continuing to provide additional tools to enable developers to up their game even further in the future."

The new software offers a glimpse of what we can look forward to, with Apple confirming iPhones will gain more than 100 new features, including the ability to



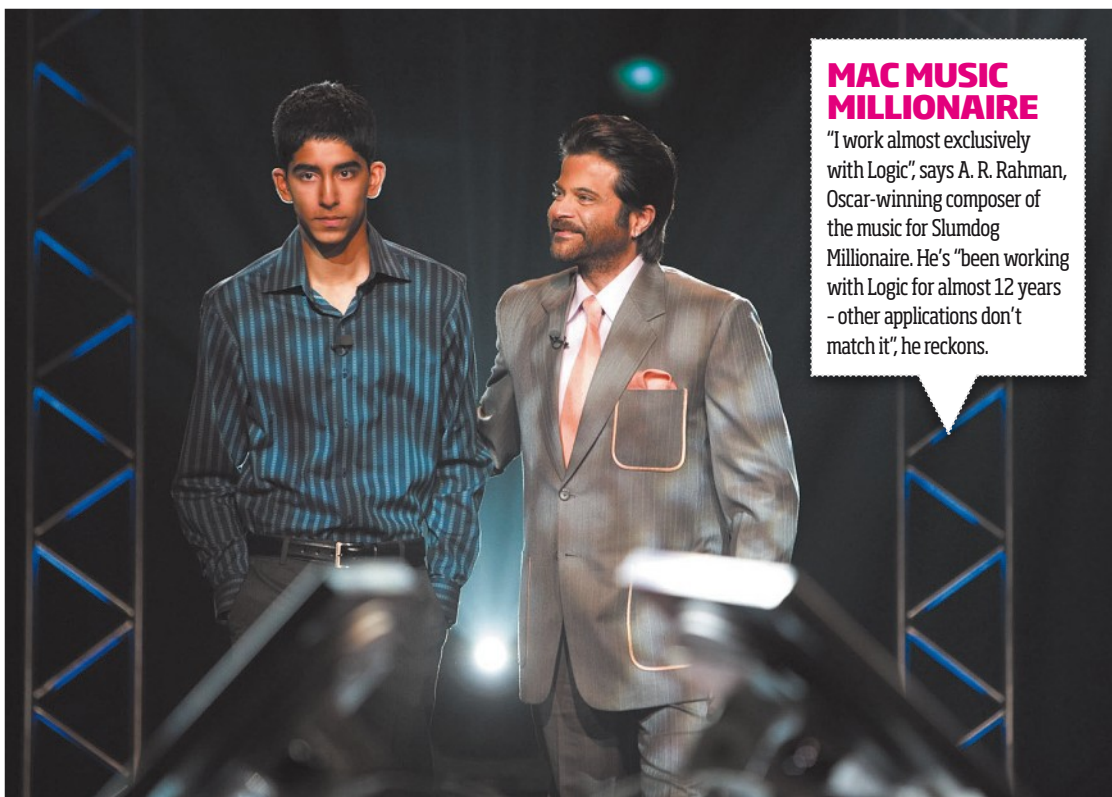
search, cut, copy and paste, as well as send and receive MMS, and read and compose emails and texts in landscape mode.

Aspyr Media's Director of Development Glenda Adams told *MacFormat*: "From what Apple has announced, I think it is going to continue to pump up game and app sales."

"The peer-to-peer networking will give us some great new game types to come up with, and opens up a whole new world of interactive apps. And the ability to purchase things inside the app will help games fund long-term content updates."

Developers are getting rightfully excited over the new iPhone OS, which promises to support better and faster apps.

» APPLE IN PICTURES / Oscar-winning Logic



MAC MUSIC MILLIONAIRE

"I work almost exclusively with Logic," says A. R. Rahman, Oscar-winning composer of the music for Slumdog Millionaire. He's "been working with Logic for almost 12 years - other applications don't match it", he reckons.

Adams anticipates a huge impact on the iPhone economy, hinting at a slew of great new games for the iPod and the iPod touch, "It's hard to take a game that has \$30-\$40 of content and put it all on the phone for \$5-\$10," she said. "But if you can sell a good game with hours of gameplay for \$3-\$5, then make more levels, game types, objects, etc available to buy for small fees over time, it'll go a long way to helping bring more great games to the iPhone."

Other improvements for users: iPhone OS 3.0 will include a new *Voice Memo* app and expanded search capability for all key iPhone apps, as well as *Spotlight* search across the iPhone or iPod touch.

"The new iPhone OS 3.0 is a major software release packed with incredible new features and innovations for iPhone customers and developers alike. It will keep us years ahead of the competition," said Phil Schiller, Apple's Senior Vice President of Worldwide Product Marketing.

Tom Godber is CTO of Masabi, a firm that develops secure applications for mobiles. He's not an iPhone developer, but remarks

that iPhone 3.0, "marks the point where iPhone grows up and opens up to the real world and becomes useful for non-trivial apps, exploiting connectivity outside the handset in a way that other handsets do well on paper but rarely do well in practice.

"With stereo Bluetooth support, could we now finally have your iPhone automatically flick from headphones to stereo speakers as you walk into your house?" he asks.

In a statement he suggests existing mobile developers on other platforms are waking up. "Proper push notifications have potential - not just for IM and messaging - and plug a gap between the rest

of the mobile world, whilst true micropayments allow the platform to leapfrog other handsets, which are mired in operator arguments and poor margins."

While developers develop and users fantasise, the software also reinforces prior claims the iPhone family may grow. Ars Technica reports the beta includes references for four unknown products, in addition to those already known. Is the iPhone family set to multiply? ●

» APPLE IN NUMBERS

1.8 million

Approx square feet of retail space of all 247 Apple stores.

"Information may want to be free, but there's no reason why you can't make a profit from it, too"

Christopher Phin on restrictive copyright laws.



Apple talk

Who's saying what?

> Scott Forstall

www.apple.com

"We've had over 800,000 downloads of the iPhone SDK. We've had over 50,000 join our programme. And over 60% of them, have never developed for any Apple platform before."

Apple's iPhone excitement.

> Alistair Hill

www.comscore.com

"While nearly all iPhone owners are consuming mobile media, the device is in the hands of only 2% of UK mobile users."

Analyst says 93% of UK iPhone users access media.

> Dhani Harrison

www.thebeatles.com

"What do you do? You have to have your own delivery system, or you have to do a good deal with Steve Jobs."

George Harrison's son seeks an alternative Apple.

> Steve Ballmer

www.microsoft.com

"Paying an extra \$500 for a computer [is] a more challenging proposition for the average person than it used to be."

Ballmer's anti-Apple salvo.

> Lauren

www.microsoft.com

"I'm not cool enough to be a Mac person."

Microsoft ad star admits it

Let us know if you've heard any great Apple quotes by emailing them to macformat@futurenet.com

Free all information!

Christopher Phin



Copyright annoys me. I get annoyed because a whole bunch of folks get it wrong, lump it in with DRM and the fundamental tenets of capitalism, and then call everyone dinosaurs who can't see the value of information being free.

But there's the rub: information should indeed be free, but in the sense that it should have no boundaries. There is no basic truth that says that information should be made available for no cost.

Copyright was created to allow the creator of a work to profit from it exclusively for a while, before the right to copy lapsed and others could use, adapt and build on it, too. This basic concept worked reasonably well while the cost of creating a copy was high, but in today's digital world, where you can create a perfect copy of something instantly just by hitting **⌘ + D**, some say the basic copyright laws are obsolete.

That's why the world created Digital Rights Management, a way of enforcing usage rights over media with much more granular control. Yet DRM can be a pain, with heavy layers of control

"The solution to stamping out piracy is to make it easy for folks to copy your work with permission"

overlapping your media, and support for industry-wide standards coming slow to the Mac.

The existing copyright laws and the more progressive Creative Commons licenses should be enough. Rather than media companies becoming miniature autonomous states and effectively negotiating a right to view on an individual basis, let's just set all media free - in the 'boundaries' sense - and then police copyright violations.

There are exemptions under international copyright laws to allow you to use and excerpt works for legitimate means. Even more intrinsic: copyright merely assumes that you can't copy it without the permission of the copyright holder, but if you want to copy something, ask. The real solution to stamping out piracy is to make it easy for folks to copy your work with your permission; if there's a benefit - viral promotion, say - grant it. Information may want to be free, but that's no reason why you can't profit from it as well.

MacFormat's Deputy Editor Christopher Phin is recruiting people to join his campaign to make all information free - membership costs £100 per year!



iTunes-style scrollbars and darker chrome application windows are rumoured to feature in Snow Leopard.

>>WWDC

Apple to shine at June WWDC

Big announcements expected at the conference

Apple has announced news about its Worldwide Developer's Conference, which it says will be focused on the iPhone and Mac OS X.

It takes place 8-12 June at the Moscone Center in San Francisco. The inevitable pre-show speculation has already begun, with whispers that the company may introduce a new 'netbook' Mac, alongside the third generation of its iPhone.

There is speculation that Apple plans a new iPhone, and this gossip is reinforced by Apple and AT&T's decision to begin selling present-generation models without a contract in the US. In France, it's now

possible to buy an unlocked model in department stores, while in the UK O2 is giving iPhone 3Gs away free on its lowest-cost (£30 and £35) contracts. Previously, the device cost an additional £99 for customers choosing these tariffs. This activity suggests Apple's shifting existing stock, and the agreement of a deal with China Unicom may see millions of iPhones sold in China from May.

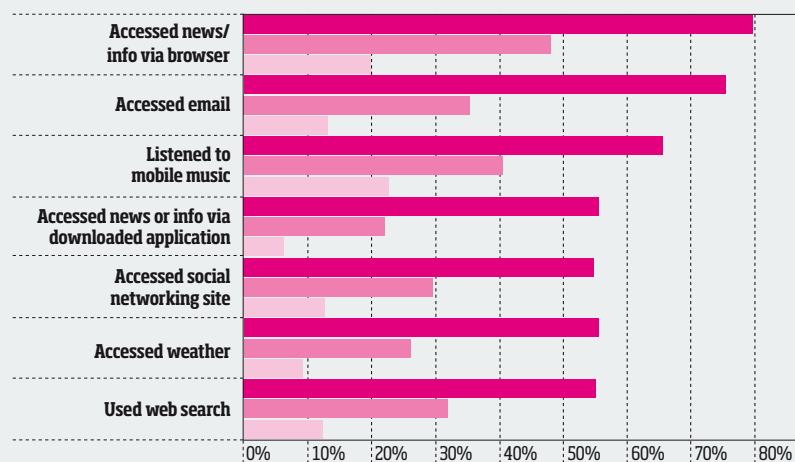
Mac OS X 10.6, Snow Leopard - Apple's next-generation OS - takes centre stage at the show. Apple Insider claims the OS will deliver a fully integrated new user interface across all applications and improvements in *QuickTime*. Among other improvements, Snow Leopard (which has a 64-bit kernel with enhanced support for multicore and GPU computing) will deliver performance gains on Intel processors and Open CL technology to harness the computational power extent on graphics cards for standard processes. The operating system will also take up less drive space than before.

All these new technologies will be fully explained to the developers attending the event. This will be done through 150 information-rich sessions in which Apple engineers go in-depth explaining the sophisticated platforms.

Finally, Apple CEO Steve Jobs reportedly intends returning in June, but will his health allow him to join WWDC's opening keynote presentation? We'll have to wait and see. ●

>>APPLE IN NUMBERS
1 million
Number of iPhones sold so far in the UK.

» APPLE IN NUMBERS / Using the iPhone



Key:

- Percentage of iPhone users
- Percentage of smartphone users
- Percentage of all mobile phone users

ComScore Mobile's latest data on UK iPhone usage claims 93% of iPhone owners accessed mobile media in January, with 75% of UK iPhone owners using email.

» iTUNES NEWS

iTunes price hike

Some music costs more as labels get their way

Apple's implemented flexible music pricing. Songs are now sold at one of three price points: 59 pence, 79 pence and 99 pence, with most albums still costing £7.99.

Apple has held to the 79-pence-per-track cost since launching the iTunes Store. The new price structure has been introduced because some music labels demanded more control over prices. It's thought that they insisted on the new tariff in exchange for permitting Apple to sell music that is DRM-free.

Labels seem to be favouring the top price bracket for the major new releases and enduring classic tracks. Meanwhile, its using the lowest price to help build the profile of new acts and as an element to promote album sales.

What impact these new prices will have on sales throughout the world's largest

music store remains to be seen, though a 30% price hike will likely dent sales in the midst of recession.

"This will be a PR nightmare," former EMI Music executive Ted Cohen told the *LA Times*. "It is for the music industry what the AIG bonuses are for the insurance industry."

Singer Henry Rollins notes that piracy remains the biggest threat to *iTunes*, "Why do people share files? Maybe because you put out a CD for \$19.99 and two songs on it are good and the rest is so-so because you told the band to hurry up already. When you make art into an industry, everyone will suffer," he said.

The days of à la carte digital download sales may be numbered. Rio Carraeff, head of Universal's eLabs group says cloud-based music services - where music's hosted online and fans pay for access - will become the accepted face of music consumption within five years. ●

» APPLE IN NUMBERS

20%

Estimated smartphone sales in China next year with iPhone.

HOT OR NOT?

The latest word from the Apple rumour mill

HOT: The next-generation iPhone will have a video camera at last

Hackers proved the first-generation iPhone was capable of video capture, so why have we had to wait so long for this feature. We think video support will extend to iChat.

HOT: Touchscreen order could see Mac netbook ship in summer

Sources claim Apple has ordered 10-inch touchscreens from Chinese manufacturer, Wintek. It's clear that despite denials, Apple's hatching a netbook plan.

NOT: Steve Jobs to retire

We're not certain here, but we don't believe Apple's Steve Jobs has any plan to quit the firm, despite health problems - we suspect he's been busy behind the scenes finessing the details of surprise new products.

NOT: Apple plans for premium price iPhone App Store

It has been suggested there will be an App Store section selling games costing more than £10. Surely, it's the low cost of apps that is seductive - will we pay more?



Apple on TV

The Mac is ready for its close-up

Bolt is Disney's latest animated flick, featuring a television superhero dog who discovers, the hard way, that he doesn't need imaginary powers to be a real hero. MacFormat reader Jeff Parker spotted scenes featuring both a MacBook and iPhone. "Clever marketing for kids", he notes. We agree. Spotted a Mac on TV? Email macformat@futurenet.com and tell us all about it! Just put 'Telly' in the subject line.

©Disney Enterprises, Inc. All Rights Reserved.

The Skype's the limit

Brad Gibson



During these economic times, when consumers are getting even with corporate fat cats and greedy bankers, it's good to see the little software app *Skype* for the iPhone and the iPod touch making them sweat.

Despite the fact *Skype* is only available to use via WiFi, its potential is beyond our wildest imaginations. The world of making *Skype*-to-*Skype* and *Skype*-to-landline calls on a truly portable device to anyone on the planet is now a reality. But with that reality comes the real threat that carriers could take a hit in the wallet.

What if some customers downgrade their voice plans because they can make the majority of their calls for free over WiFi? T-Mobile in Germany has blocked customers from using *Skype*... Its reason is the high level of traffic would hurt its network, and it would bear the wrath of customers if *Skype* didn't work right.

This is a lame excuse. If AT&T and the UK's O2 tried this, furious customers would embarrass them into folding like a deck of cards. Data and

"Making Skype calls on a truly portable device, to anyone on the planet, is now a reality..."

voice plans are bundled together into a one-price package anyway so they aren't really losing out.

But what really has AT&T and other mobile carriers sweating in the US is the threat that the government might force them to open up their 3G network to companies like *Skype* to make non-WiFi calls. While AT&T says it has "every right" not to promote the services of a wireless rival, consumer advocates say Congress and the Federal Communications Commission need to throw the wireless internet wide open just like the normal internet.

Now that millions of consumers are cutting the cord and going wireless, it's time to revisit some of those rules and maybe in the UK as well. It's also time that the corporate giants got back to real competition that lowers prices. This little app called *Skype* might just forge a new direction that benefits consumers instead of the giant phone companies.

Brad Gibson is the producer and host of the MacFormat This Week podcast. Download it via iTunes or from www.macformat.co.uk.

>> MAC GAMES

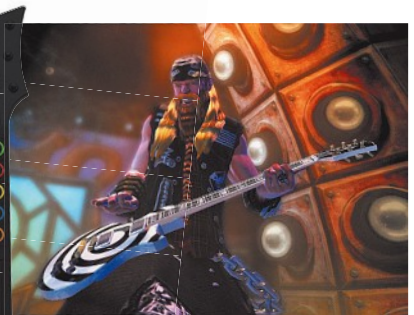
Guitar Hero wings its way to the Mac

The console classic finally arrives on the Mac

Aspyr and Activision are working together to bring the popular *Guitar Hero World Tour* game to the Mac.

Guitar Hero World Tour lets you and your friends play along with classic tracks using in-game instruments, now including guitars and as well as drums.

The Mac (also to be available for PC) version will offer state-of-the-art wireless controllers rather than USB-connected instruments, and new online and offline gameplay modes. Also expect a **Music Studio** feature for composing and editing original rock 'n' roll anthems. It ships with 86 on-disc tracks from music legends including The Eagles, Van Halen, Metallica, Michael Jackson and The Doors and features in-game appearances by artists such as



From air guitar to MacBook Air in one easy step.



Ozzy Osbourne, Billy Corgan and Travis Barker.

Online play sees **Battle of the Bands** mode with up to eight players challenging each other. In **Band** mode, four players can jam together.

Guitar Hero World Tour ships for Mac and PC in summer 2009, the price hasn't been revealed. ●

Stockwatch

A look at the world of Apple business with Clem Chambers



Apple's share price has rocketed. From just over \$80 at the beginning of March, it has now hit \$115.

While the media is still full of gloomy stories the market has been rallying hard. Also, while the financial system was poised for a further crash, the latest leg of the global bailout was announced and the market turned, shooting up ever since.

Apple is worth just a little less than GE and several times the whole US auto industry.

Commentators have written about how this can be, but the answer hasn't much balance-sheet logic. The truth is, people love Apple products and this translates into a lovely share price.

In the current economy, with the US heading for 10 million unemployed, Apple's share price is as much to do with US investor psychology as any business metrics. The US has a history of supporting 'hot stocks' at high prices in the same way as it will crush

the stock price of a company that is unfashionable.

However, Apple deserves its stellar status. Its product range and amazing track record of producing hits is enough to start convincing even the toughest sceptic that it has the formula taped.

There's a possibility that we're in for a monster rally this spring and if it happens Apple stock will rocket.

Clem Chambers is CEO of ADVEN, Europe's leading stocks and shares website.

>> SUBSIDISED MACS

The fruits of mobile broadband

Orange and Apple in talks over exciting Mac subsidy

Talks between Apple and mobile operator Orange have opened new doors, *Mobile Today* magazine reports. The title claims the firms are discussing plans to offer subsidised Macs to customers who sign up for yet-to-be-announced broadband deals from the telecoms firm. While Apple and Orange refused to comment, *Mobile Today* claims new customers signing up for a mobile broadband deal with Orange will also be given the chance to take a new MacBook at a subsidised price. They'd also get an Orange 3G dongle but would be subject to a minimum contract, presumably of up to 24 months.

Should these talks succeed, the deal is expected for a summer launch, with other carriers (including O2) apparently also likely to join the Mac party.

Mobile Today's report also hints at Apple netbook plans, saying, "It is believed that senior Orange officials are hoping the laptop deal will be a stepping stone to the operator securing a distribution deal for future Apple laptops, which include built-in mobile broadband from an embedded sim card."

These reports follow claims made last October, when Apple's current iPhone network partner O2 was also described as preparing to sell subsidised MacBooks. JRPG analyst Lisa Thompson made these claims, predicting the Mac would be available to O2's mobile broadband

customers, also subject to a two-year contract. Orange and O2 have already had success bundling notebooks and netbooks with mobile broadband. A summer launch would capitalise on Apple's profile in the UK student market. ●

>> APPLE IN NUMBERS

10 million

Estimated number of DRM-free tracks on the iTunes Store

>> EVENTS / What's going on?

SIGN & DIGITAL UK, Birmingham

28-30 April

The leading event for the UK visual communication industry spanning three days at the NEC.

INTERNET WORLD, London

28-30 April

European show, offering a glimpse at what the boffins are cooking up for the Web 2.0 world.

MACFORMAT Issue 209

27 May

The summer issue of MacFormat hits the shelves, with a close look at OS X secrets, and much more.

JAVAONE, San Francisco

2-5 June

A show for professionals developing solutions online, and covering the nuts and bolts of development.

WWDC 2009, San Francisco

8-12 June

As expected the Moscone West has been booked for this annual event. We're hoping for a new iPhone.

EUROPEAN MAC OS X TRAINING CAMP, France

17-24 June

Apple trainer Agnosys' in-depth training event in the Summer sun.

CREATIVE PRO EXPO, London

Late October

We don't know for sure if the UK Mac show will be happening this year, so check back for details.

MACWORLD CONFERENCE AND EXPO, San Francisco

9-13 February 2010

No Apple stand this year, still a good show?



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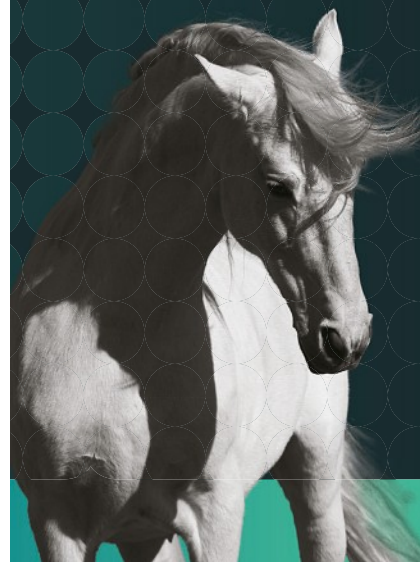
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surface of what's available - see www.cewe-photoworld.co.uk for the whole range.

To celebrate the release of the *My Cewe Photo World* software on the Mac, we're giving away a 2GHz aluminium MacBook with the application installed.

The question

To stand a chance of winning, just answer this simple question correctly:

Which of the following products is NOT available to design and buy through My Cewe Photo World?

- A) Calendars
- B) Mugs
- C) A new camera

» HOW TO ENTER

- To enter, text CEWE, followed by a space then your answer (A, B or C), space, then your name and address to 87474; or enter via our website at www.macformat.co.uk and click on the Competition link.
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Me&MyMac

Law degree? Education degree? Fit for the army? Macs can do it all!

iMac 20-inch 2GHz

It's easy to see why this gorgeous all-in-one desktop machine is the favourite of Ivor's many Macs.

MacBook 2GHz

Apple's entry-level Intel laptop is still a capable little computer, and this white model still exists.

PowerBook G3 500MHz

The last revision to the PowerBook G3 line had USB, FireWire and 802.11b capabilities; it's a bridge to more modern Macs.

MacBook Air 1.6GHz Core 2 Duo

Although for many the MacBook Air remains an overpriced novelty, it's still a lovely bit of kit.

PowerBook G4 1.25GHz

Still the quintessential notebook, the G4 case design was iconic, and it often pops up in shows and ads.



>>PROFILE

Name: Ivor Harrison
Occupation: Medically retired from the British Army
Been using a Mac for: Three years
Favourite hardware: iPod touch & iMac
Favourite software: Apple iPhoto

There's little doubt that Apple's market-bucking success in recent years owes something to the 'switcher' effect, as people abandon Windows in favour of cleaner, friendlier operating systems. (While *MacFormat*'s circulation continues to storm upwards, our sister magazine, *Linux Format*, is also doing phenomenally well; alternative operating systems are the new black, it would seem.)

Ivor Harrison got in touch with his rather special switcher's tale. "I was medically retired from the army because of a serious spinal injury, but because of the time I'd served, the army retrained me for civilian life; my choice was in computers, as I was not computer literate at all. I completed my Microsoft Certified Systems Engineer course and then went on to do an HNC in computer programming off my own bat.

"I love to edit photos and make video DVDs of the family, and I can't think of a better way to do it!"

"After about five years of Windows I had had enough of reformatting hard drives, re-installing the OS, and error messages every half hour; I decided to try Apple. I bought my iBook 3G secondhand from eBay, largely because I just wanted to give it a go, and if I didn't like it, I wouldn't have lost too much money. After using it for a while, I discovered that I had not used any of my PCs and had not missed them either. From this point I phased out my PCs and replaced them with Apple products, and now it is fair to say I am fully converted.

"I am currently doing a Law degree and my wife (who was petrified of computers whilst I used PCs, but when she discovered how easy it was to use the iBook and the software, she loved using computers) has just completed a degree in education, so we have used the Apple kit for that. Also because we have three children, three Siberian Huskies and four cats we take loads of photos and videos of our very hectic family. I love to edit photos and make video DVDs of all the family - and I could not think of a better way of doing that, than using my Apple equipment."

It sounds like Apple would approve of the way Ivor is using his fantastic Mac setup, and we wish him and his family all the best! ●

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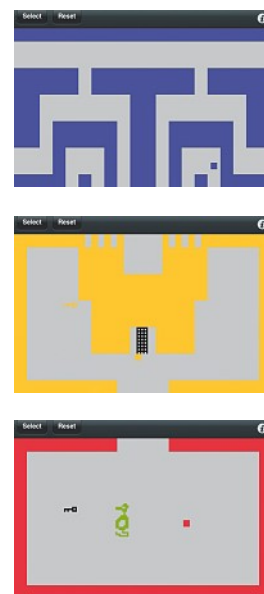
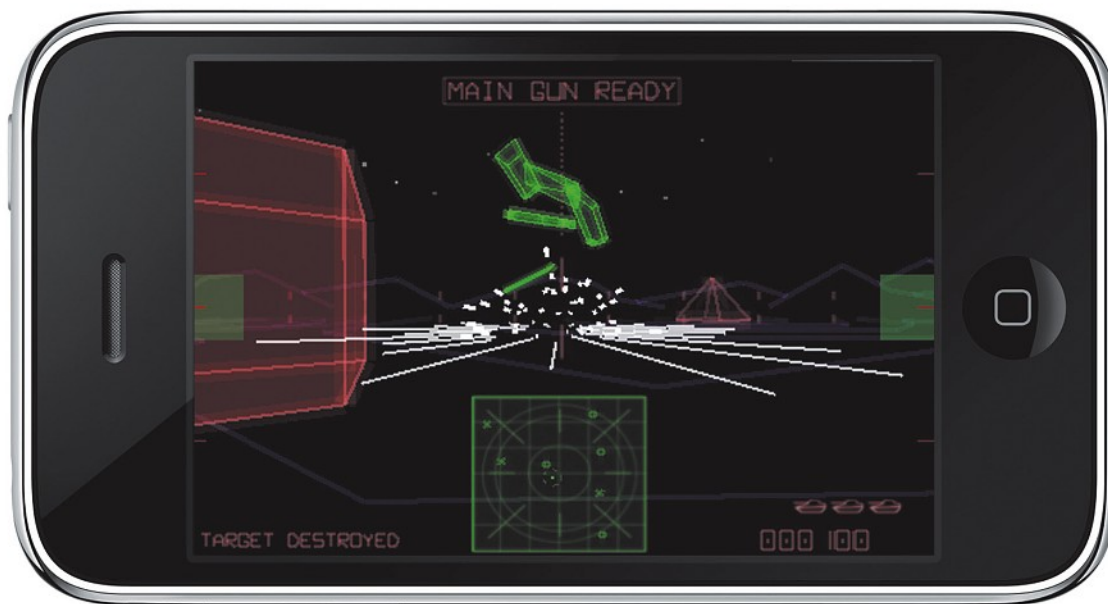
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I use my Mac for writing games

Craig Grannell interviews Peter Hirschberg, the developer of Vector Tanks



»»PROFILE

Name: Peter Hirschberg
Location: Linden, VA (USA)
Occupation: iPhone software developer
System(s): MacBook (white)
Web: www.vectortanks.com
www.peterhirschberg.com

MacFormat: How are Macs instrumental in your work?

Peter Hirschberg: The iPhone SDK only works with Macs, so I use my Mac for iPhone development, but beyond that I use my MacBook for everything. For developing games, I work with Xcode, Photoshop and Illustrator.

MF: Why did you decide to develop iPhone games?

PH: I've always loved developing for mobile platforms, and iPhone is the nicest one. I like Apple's 'ecosystem' – it brings back the excitement I had when I first got into computers, back in the days of Atari and Commodore.

MF: What do you think of iPhone as a gaming platform?

PH: It's near perfect, and also a known quantity – you're not

developing for hardware variations and can develop for the touchscreen, accelerometer and internet, because you know every device has those things. I sometimes wish there were some hardware buttons for use in games, but I can also argue that iPhone's limitations spark developers to become more creative.

I've long said that platform limitations result in better games than limitless hardware, since they force experimentation and originality.

MF: What particularly appeals to you about retro games?

PH: I grew up with them, and they were so incredibly cool to me as a child. I guess I never outgrew that sense of wonder! I still consider old arcade machines amazing devices, and seeing them running on

hardware that I couldn't have imagined as a child is how I connect the past with the present.

MF: How did your game Vector Tanks come to be?

PH: I started out wanting to create a game that utilised the control mechanism of one thumb on either side of the screen, as sliders. Tank-type games immediately came to mind as best suited for that set-up.

MF: What are your future plans?

PH: At the moment, *Vector Tanks* updates – there are a lot of features I want to add. Beyond that, definitely some more retro apps – I can't help myself! Hopefully, the future will enable me to continue working to preserve our gaming past in ways that make people happy. ●

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Logitech G19 Keyboard

£150 www.logitech.co.uk

What is it? The ultimate gaming keyboard.

When's it due? Out now.

Why are we excited? If you're a gamer, this has got the lot. It has 12 programmable G-keys with three shift states each, giving a total of 36 in-game macros. An LCD screen offers in-game info, and you can even choose the colour of the keys' backlight. Remember, though, a gaming keyboard is only as good as the gamer using it. Don't expect it to frag your foes by itself!



HTC Magic

From £FREE www.htc.com, depending on contract

What is it? The second mobile phone powered by Google's Android OS. And it's far better looking than the T-Mobile G1.

When's it due? Now from Vodafone.

Why are we excited? Android is the much-hyped Google mobile operating system, and with this great-looking device, it finally gets the phone it deserves. Will the Android OS keep Apple on its toes with iPhone updates? Just a thought...

A-DATA 512GB XPG 2.5" SSD

£TBA www.adata-group.com

What is it? A 512GB solid-state drive.

When's it due? May.

Why are we excited? It's been a long time coming, but at last the solid-state drive with a genuinely useful capacity has arrived. For laptop enthusiasts, it doesn't get much better than this. With transfer rates of up to 230MB/s read speed, 160MB/s write speed and a SATA II interface for maximum compatibility, it's far more reliable than a humble hard-disk drive.



Epson R-D1 Digital Rangefinder Camera

Around £2,000 www.epson.co.uk

What is it? According to Epson, it's the 'world's first rangefinder digital camera'.

When's it due? Out now in Japan. At the time of writing no UK release was planned, but it's featured on Epson's UK website, so we daresay it's on the way.

Why are we excited? Like a 35mm rangefinder camera of old, the R-D1 gives you total control over your pictures. Set your own focus and exposure - no automatic nonsense here! It's got a shutter speed ranging from one second to 1/2000 of a second, a 1.0x viewfinder for viewing your subject as you would with the naked eye, and it's compatible with most M&L-mount lenses. You could get up to some serious photo trickery with this.



Acer K10 Pico-Projector

£410 www.acer.co.uk

What is it? A projector you can hold in the palm of your hand.

When's it due? Out now.

Why are we excited? The K10 Pico-Projector uses LED technology, which gives the lamp a 20,000-hour lifespan, and it's DLP for solid, clear images. But best of all, it's tiny. Weighing just over half a kilo and measuring just 12.7x12.2 cm, it's small enough to fit in your bag. No more lugging an enormous, weighty projector around, and no more forking out for a new bulb every few months.



Eclipse TD712zMK2

£5,000 www.eclipse-td.net

What is it? Eclipse's brand-new, top-of-the-range speaker set.

When's it due? It should be available by the time you read this.

Why are we excited? They're just drop-dead gorgeous. Boasting a steel, zinc, aluminium and composite structure, and a design that looks like a cross between an Easter egg and Mork from Ork's space ship, they'd look the part in any living room or lounge. It's the ultimate speaker system for those who simply must have the best.

At five grand a set they don't exactly come cheap, but if you've got it, why not flaunt it? They might not be credit-crunch-friendly, but they're great speakers.

Feedback

Let us know what you think about your Mac, MacFormat and everything Apple

>>CONTACT US



Whatever your Mac-related cares, concerns or calamities are, let us know about them by contacting us on the following email address: macformat@futurenet.com

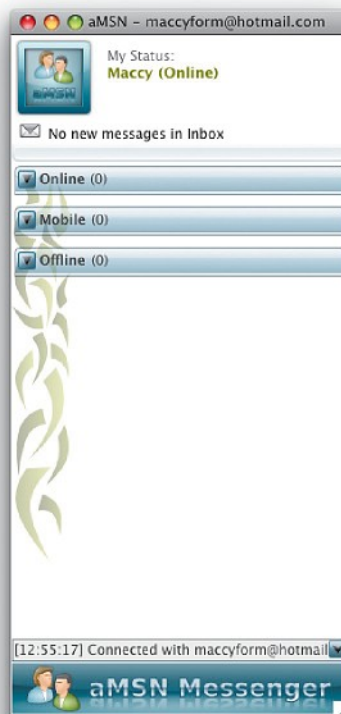
Instant messaging

I was reading your Group Test on instant messengers for the Mac (MF issue 206). Now, while I fully agree with your judgment of *Microsoft Messenger 7*, I feel you missed out a much better alternative for *MSN Messenger*. I am talking about a program called *aMSN* (www.amsn-project.net). This version includes the newer features that Microsoft neglects to include in its own version (e.g. webcam, voice, etc). I find the program a realistic alternative to *Microsoft Messenger*, as I'm sure other teens on Macs do as well.

Nathan Stevenson

MacFormat replies: Thanks, Nathan. We only had space to review six IM apps, but there are many more.

Open source program *aMSN* has more features than Microsoft's own offering on the Mac.



VAT on MobileMe

This is a really petty question for you, but valid nevertheless. Have you got any idea why my MobileMe subscription, which has just renewed, costs £48.56 + 21.5% tax? Don't we only pay 15% VAT here in the UK?

Mark Trager

MacFormat replies: We were also a little bit foxed by this one, Mark, so we turned to Apple who provided us with the following answer:

"It's because we operate out of Cork, in Ireland, for certain goods. This is stated on the front page of the online store:

"Prices are inclusive of VAT (15%) but exclusive of delivery charges unless otherwise indicated. The VAT rate for Electronic Software Downloads or other Apple products classified as services under EU VAT

>>STAR LETTER / Finding MacFormat hard to read



Will you remind your designers that more mature readers have difficulty reading text that has a low contrast against its background. Since I last emailed on this subject, things have improved but on page 77 of the May issue (MF issue 207), On the Forum has white text on a beige background, so I needed to use a magnifier to read it easily.

I realise that I may be in a minority of your readers, but if the text had been black or another contrasting primary

colour it would have helped. Otherwise I enjoy your magazine.

Terry Fowler

Thanks for the feedback, Terry. We agree. The old design could be difficult to read in places. One of the cornerstones of the redesigned *MacFormat*, which you hold in your hands, was to make the text clearer and more accessible. Hopefully we've succeeded. We'd like to hear feedback from you and all our readers on this point, so email us at macformat@futurenet.com.

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Apple's new iMac is a thing of beauty, but its new price-point isn't.

law will be 21.5%, as VAT is charged at the rate payable in the country where Apple Sales International supplies such products, which is the Republic of Ireland."

So, there you have it.

Sleeping awake

In Q&A (Sleeping and Waking Problems, *MF* issue 207) Luis suggested a *Terminal* command recommended by Tony Orr. Although Laurie North's problem wasn't identical to the one that has been plaguing my G4 Mac for well over a year, I thought I'd give it a go. Success! I can now put my G4 to sleep and it will stay asleep rather than immediately waking up.

So Tony, I salute you, Luis and *MacFormat*!

Roger Sinden

MacFormat replies: Glad to be of service Roger!

iMac pricing

In the current economic climate, I am surprised by the new iMac pricing strategy. I was recently looking to upgrade my three-year-old iMac and decided to wait until the machines were updated. However, I wasn't expecting the associated price increases that effectively put them out of my price range.

As a result, I was obligated to buy a replacement iMac on eBay, it's less than a year old and I'm more than happy with my purchase.

However, of more interest, I put my old machine on eBay and sold it for over

£100 more than I expected to get for it. I can't help but feel the pricing policy set by Apple has driven a number of people, like myself, to eBay, rather than the Apple Store.

Nik Howarth

MacFormat replies: It's a very fair point, Nik, and here's hoping that Apple comes out with a low-cost Mac at some point in the near future. We definitely think that there's the demand for a cheaper machine, especially if our letters bag is anything to go by, every issue!

>>SNIPPET



"I am a reasonably enthusiastic Apple Mac user, as is my wife so we have two in our study. We both converted from Windows and other than a few teething issues, we are happy."

Malcolm McClelland

PDFs for subscribers

I'm a long-term subscriber to *MacFormat*; I find there is always something for everyone in the magazine whether they're a novice or an experienced Mac user. I try to keep as many of the back issues as I can find the space to accommodate, but that

space is limited. So, I was interested to see that new subscribers are getting back issues archived in PDF format. Is this something that could be made available to existing subscribers?

That way I can keep many more back issues without overloading my shelves.

Andrew Snaddon

MacFormat replies: We're looking into providing existing subscribers with access to a PDF library of *MacFormat* right now, so watch this space. ●

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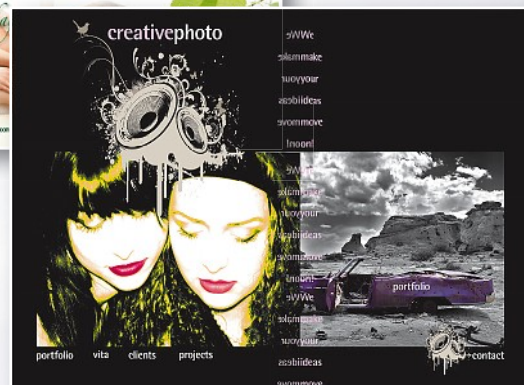
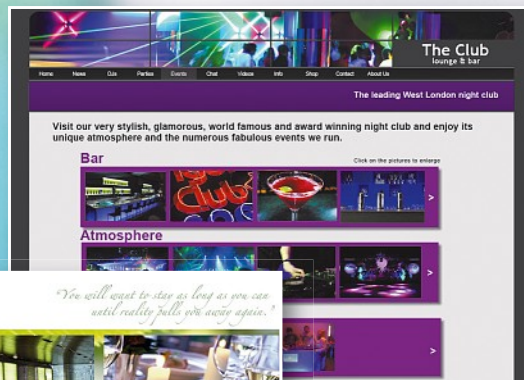
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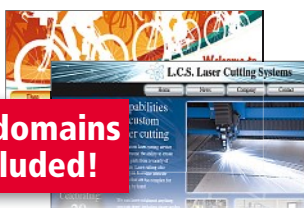


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MacFormat investigates

Can GarageBand really teach you an instrument?

Music lessons were one of the big announcements in GarageBand '09, but can they really teach you to play? MacFormat Editor, **Graham Barlow**, decided to find out

"Hi, I'm Tim,"

says the geeky/cool presenter (just the type you'd expect from an Apple video). "I'm going to teach you how to play the piano." Good luck Tim, I thought, this could be a difficult job because I've never sat at a piano or keyboard, let alone played one. But I felt the time was right to learn a new instrument. It's more appealing having a video lesson built into the software I already use (with my guitar) than buying instructional DVDs, books or paying a piano teacher.

When I learnt the guitar, there were no DVDs, no internet and no *GarageBand*. Could the video lessons teach me a new instrument in one short month? Let's find out.

Day 1

After Tim ingratiates himself, he explains the layout of the piano and that yours may be a bit different to the grand piano he's playing. And he's not joking - the pictures of me here are just for show. In reality I'm sat with an M-Audio KeyRig 49 on my lap. Although it doesn't emit any



GarageBand 09's piano lessons take you through the basics of scales in nice easy steps.

sound unless it's plugged into your Mac and, in this case, *GarageBand*, it seemed like a good option, having full-size keys and coming in at only £60.

Luckily, as I'm familiar with chords and octaves, Lesson 1 was easy. Although I'm still going to spend at least three hours working on the same chord sequence, just to get my brain talking to my fingers (I believe they call it fingering).

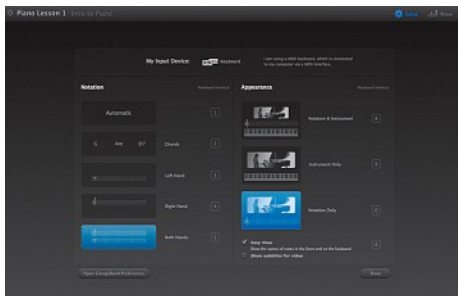
Tim continued, explaining the use of the sustain pedal (which I don't have) and then going on to talk about chords and their 'root' (the note that the chord is based upon). He also explained which fingers to use (numbering them 1-5) to play simple chords and how to sit at the piano. Very informative, thanks Tim. So, I began practising the chord sequence that Tim had shown me: C, G, F. ▶

Can GarageBand really teach you how to play piano like Liberace? Our Editor limbered up his fingers and decided to find out.

Photography by Rob Scott

Thanks to the Mercure Francis hotel, Bath.

LEARN TO PLAY / LET GARAGEBAND TEACH YOU TO PLAY



01 Getting started

Open *GarageBand* from *iLife '09* and click on **Learn to Play**. You'll need an Intel Mac with a dual core processor or greater to run the lessons. Before you start, set up your lessons so they play exactly how you want them to. Access the settings at the top-right of every lesson window.

02 Changing settings

You can change the display of notation to automatic (recommended), chords, left- or right-hand notation or both-hand notation. Take a note of the shortcut, so you can flip through the options. Adjust the appearance to **Notation**, **Instrument** or **Instrument and Notation**.

03 Volume controls

Click **Done** and go back to the lesson. Click **Mixer** in the top-right corner. Adjust the volume levels of Tim's voice, Tim's piano, the backing band and your instrument. As you're beginning, turn your instrument up so you can hear what you are playing (and your mistakes) clearly. ●



See if you've got rhythm in Lesson 4, which deals with notes and measures.

Day 4

I've tried to give at least an hour a day to learning to play - and that's the intention going forward. It's not easy but, unlike my exercise programme, I'll try to keep this up. I've completed Lesson 2, where my new friend Tim has shown me the basics of reading music. It's going to be a while before I fully understand the intricacies of notation, but Tim's advice is simple and easy to follow. I now understand staves, treble clefs and know where the notes on the staff are in relation to the piano. Taking Tim's advice and the old piano teaching standards FACE and Every Good Boy Does Fine help me. Here I would research through books and the web; but I'm sticking to *GarageBand*. Each lesson is divided into a few different parts, looking at key concepts one step at a time. It means you can easily jump back and forth at your own pace.

Day 8

The hour-a-day schedule continues, but progress has slowed down. Lesson 3 introduces my left hand to the mix and is the hardest part so far - playing bass notes with your left hand and chords with your right - it takes some getting used to and my guitar playing doesn't help. It's frustrating - it takes me at least an hour to get the progression right every time, and I still make mistakes when returning after a break. I do tell myself that I need to be patient but I feel I'm letting Tim down. I do feel as though I am beginning to know what this instrument is all about, though, and *GarageBand* is making it easy.

Day 12

Hurrah! Lesson 3 is out of the way - and by my 12th day I have mastered the bass notes and chord sequence and can play it over and over again along with the accompaniment in the lesson. My top tip is to use the metronome at the bottom of the lesson window to slow down the tempo, making it easier to learn and give you more confidence.

Day 14

Earlier I'd briefly looked at Lesson 4, lost my bottle and ran back to Lesson 3, but today it is time to have a real crack at it.



As the lessons progress, the topics get more complicated. Lesson 6 looks at rhythmic accents.

Being a Sunday, I can give it a good few hours. Lesson 4 is all about rhythm – notes, half notes, quarter notes and measures.

Now, I like to think I have a little bit of natural rhythm, but reading music as you play it while keeping it all in time is another matter entirely. That said, the lesson is pretty simple to follow – it's only the play-along bit that is a little tricky. I practise Lesson 4 for a few hours, making sure I try and grasp all the main concepts. Thanks to tab notation, when I learned to play the guitar I didn't have to learn to read music. I didn't realise how much of learning to play the piano is about learning to read proper music.

Day 18

Over the last few days I've ventured on to Lessons 5 and 6. It's not that I am progressing at an incredible rate, I'm just getting frustrated and want to challenge myself – and Lesson 6's title, Rhythmic Accents, intrigues me. Lesson 5 is actually quite interesting, covering flats, sharps and Arpeggio. Arpeggio – a new way for me to play chords by stepping through the notes – is very rewarding and enables me to experiment with some changes in rhythms. I feel like I can at last put a tune together. I can't read music properly yet, but I know what most notation means.

I feel as though I've definitely learnt a lot about the piano from Tim, and more importantly he's not annoying me, but my execution isn't quite as good as I'd like it to be. Lesson 6 is going to take some time. *GarageBand's* lessons have really gotten into the intricacies of reading music – dots, ties and accents. Again, whilst I understand, I doubt I will be able to read music competently before the month is up.

Day 20

The last two days have been difficult. I can't help feeling that Tim is looking at me with a sense of disappointment, but he's always encouraging. My hands aren't working with my head and I'm getting lost. It's a real set-back. I moved on to Lesson 7 yesterday and learnt about major and minor chords and chord inversions, which, by using notes in a different key within the chord, create some beautiful sounds – but I still can't



Poor Graham still hadn't realised that you need both hands on the keys to tinkle the ivories adequately.

get my fingering right. I am useless playing along with Tim in the lesson. I'm much happier strumming my guitar instead. It took me a long time to change chord shapes on the guitar; I shouldn't be so hard on myself.

Day 22

My head is too full of theory, so over the next week I'm going to practise all the lessons again and try to get my notation reading up to speed. Today I also had a crack at Lesson 8 – scales – which I found terrifyingly hard, especially playing along with *Minuet in G*.

Day 28

The month is up. Has *GarageBand* turned me into a virtuoso pianist? Well, no. I'd seriously underestimated the amount of theory involved. If I'd have devoted five hours a day to the cause, I would be a lot better. I have a good grasp of chords, can read notes on a staff and, although I still have some issues – mainly with rhythm notation – I feel pretty confident when it comes to reading music and playing a few basic pieces. I never got the chance to play the 12 bar blues in Lesson 9. It's on the to-do list, but being able to learn at my own convenience is great and *GarageBand's* lessons are fun, easy to understand and hugely rewarding. ●

ARTIST LESSONS

So, you want to learn the songs of your favourite artists? And what better way than for them to teach you. Norah Jones, Ben Folds, Sting, Fall Out Boy and a host of others are on hand to offer lessons – at £3.95 a shot. In the *GarageBand* start dialog, click Lesson Store and then add the lesson you'd like to download to your cart – you'll then check out at the Apple Store. The lesson will download, directly to *GarageBand*.

I chose *Thinking About You* by Norah Jones – mainly because it was the only piano-based song I'd heard of. I can't confess to being a Norah Jones fan, but thought this lesson may give me a few tips – even if it is labelled Advanced. I figured that would still be easier than trying to play a song I've never heard (*Apologize* by OneRepublic, for instance!). 352MB later and the lesson was ready to play.

The lesson from Norah is divided into three parts: Story, Learn Song and Play Song. In the Story section, Norah explains her love for her Wurlitzer Electric Piano – and how she learnt on one when she was a kid.

Learn Song is the lesson – where Norah is excellent in explaining the chords and notes that make up the song. This is divided up into verses, chorus, pre-chorus, solo and embellishments. It works in exactly the same way as the free lessons, showing you fingering and notation, with Norah's voiceover guiding you through the song.

These lessons, although not featuring many artists who are famous in the UK, are a great idea, well put together and definitely worth £4.



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A stack of MacFormat magazines is shown on the left, with the top one displaying the 'MacFormat' logo. To the right, a laptop screen shows the same magazine cover. The cover features the title 'MacFormat' at the top, the date '100th 2009 December 2008', and several headlines: '83 PAGES OF HELP & ADVICE How to do it all on your Mac', 'Do more in Photoshop Make Pngs fit out of your photos', 'Make great sites in iWeb Get your website up and running!', and 'New reviews this issue'. A large graphic on the right says 'Clear your OS X' with 'Clear out OS X' below it. In the foreground, a silver and black USB flash drive with the 'MacFormat' logo is plugged into the side of the laptop.

YOUR GREAT SUBS GIFT...

- Subscribe today and get a *MacFormat*-branded 2GB flash drive (pictured here) containing PDFs of 13 back issues of *MacFormat*, from issue 191 to issue 203.
- You can even copy the PDFs to your Mac and use the stick as extra storage!

»» SPEED UP YOUR MAC

Speed up your Mac



You can find
accompanying
software on this
issue's disc

Rob Buckley shows you how to make your Mac bigger, better and faster with just a few tweaks

Most of us have, at one point or another, found ourselves staring at the spinning beachball of death and wished our Mac was just that little bit more powerful. Whether it's simply speed or the fact your music, video and photo collections have now whittled what you thought was a massive hard drive down to just 1GB or so, what felt fast and roomy when you bought it has become tired and claustrophobic.

So is it time to buy a new Mac? Not necessarily. Although new is always nice, it's expensive and there are several things you can do to speed up your Mac and free

up space on its hard drive that will cost very little or nothing!

Over the next few pages, we're going to show you how to get the most from your current Mac, by identifying the causes of most Mac slowdowns and clearing hard drive clutter. Then, once you know where to look and what to look for, we'll show you some tools that can help you to get rid of that clutter and performance hogs.

Not everything is clutter, and if your Mac is already as lean and mean as you can get it, it may be time to help it grow with some new hardware - we'll take you through the best purchase options. >>

"There are several things you can do to speed up your Mac and free up space that will cost very little or nothing!"

SPEED UP YOUR MAC <<



Where is all my space?

Find out which files and folders on your Mac are filling it up

There are two things to be clear about when talking about Mac performance: memory and hard drive space. Memory, or RAM, is the thing that your Mac uses for storing applications when it's running them; your hard drive is where your Mac stores apps and other files, including music, photos and videos.

Most Macs come with what sounds like a phenomenal amount of space compared to Macs of a few years ago; a new MacBook will have 120GB of space. Yet that space goes quickly, particularly if you put your Mac to heavy use.

This isn't just a problem if you want to keep adding pictures, videos, applications or music to your Mac; your Mac's memory may run out if you're using more than a few applications at the same - if it does, your Mac will try to use its hard drive for additional memory by creating a swap file, so you need to keep at least some of it free. Some programs also create temporary files that the program needs while they're running, even if they end up deleting them later; if you don't have enough hard drive space for the temporary files, you won't be able to use them, even if the final files would fit on your hard drive quite nicely. These temporary files can be just a few

Name	Date Modified	Size	Kind
Applications	Today, 20:19	45.6 MB	Folder
Firefox	10 June 2008, 13:08	45.6 MB	Application
Desktop	17 February 2009, 11:54	8 KB	Folder
Documents	17 February 2009, 11:48	21.4 MB	Folder
Downloads	11 January 2009, 19:28	8.2 MB	Folder
Library	Today, 20:04	26.5 MB	Folder
Movies	Today, 19:55	120 KB	Folder
iMovie Projects	Today, 19:55	120 KB	Folder
Music	Today, 19:53	64 KB	Folder
iTunes	Today, 19:54	64 KB	Folder
Pictures	Today, 20:20	8.1 MB	Folder
iChat Icons	27 Novemb...2008, 14:38	4 KB	Alias
iPhoto Library	Today, 19:54	8.1 MB	iPhoto Library
Public	Today, 20:13	1,020 KB	Folder
Sites	27 Novemb...2008, 14:38	40 KB	Folder

Folders in your Home folder are the usual suspects for eating up your Mac's free space.

>> QUICK TIP
To show the sizes of all files and folders in Finder windows, select Show View Options from the View menu, then check Calculate all sizes. Then click Use as Defaults.

kilobytes in size, like with Microsoft *Word*, for example, but with Apple *iDVD* or Roxio *Toast*, you'll need gigabytes of temporary space to burn a standard DVD.

Space issues

Probably the best way to prevent your Mac's hard drive space filling up without you realising, is to know where all your files are. Your Mac has a system of folders designed to keep file organisation easy; if you stick to it, you'll always know what's taking up space and whether you need to take easy or drastic measures to solve your space problems. Better still, by storing certain files in the right places, your Mac will gain extra functions.

There should be just a few folders in the root or top level of your hard drive. For most people, these will be; Applications, Library, System and Users; anyone with a Mac old enough to run OS 9 or Classic will have a System Folder, a folder for their OS 9 applications and an alias to

Name	Date Modified	Size	Kind
Applications	13 March 2009, 22:51	115.4 MB	Folder
Developer	12 January 2007, 23:10	---	Folder
Library	2 November 2008, 20:12	1.04 GB	Folder
System	18 Decemb...2008, 23:28	---	Folder
Users	27 Novemb...2008, 14:38	79.9 GB	Folder

There should be a few folders in the root of your hard drive to simplify storage; some will contain more data than others.

>> INVISIBLE FILES / Save gigabytes of space

OS X has plenty of clever tricks - some of which are easy to forget - like running UNIX applications, having different view options for every window, being able to store Mac files on Window disks, and so on. To do this, it stores a number of files all over your disks, but to save you from yourself and accidents - and to make everything prettier - Apple hides these files.

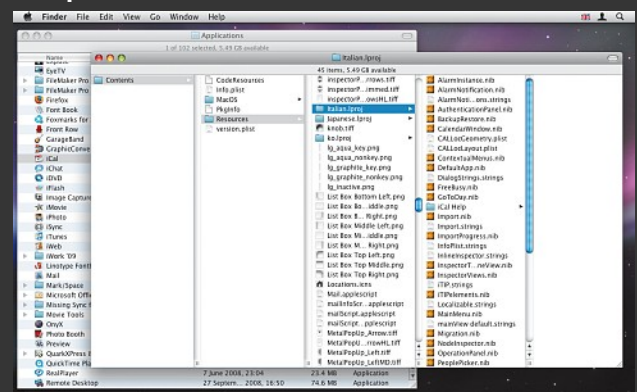
These files can build up over time and since some applications also create invisible files - and sometimes forget to delete them - it's worth your while looking at these files to

see if they're worth keeping. The quickest way to show invisible files is with Terminal (Applications > Utilities). Type

defaults write com.apple.finder AppleShowAllFiles 1; killall Finder

and press **↵**; changing 1 to 0 will hide them again. In particular, .DS_Store files, which store window view preferences can quickly add up to several megabytes of wasted space.

Invisible files are all over OS X, some containing gigabytes of data.

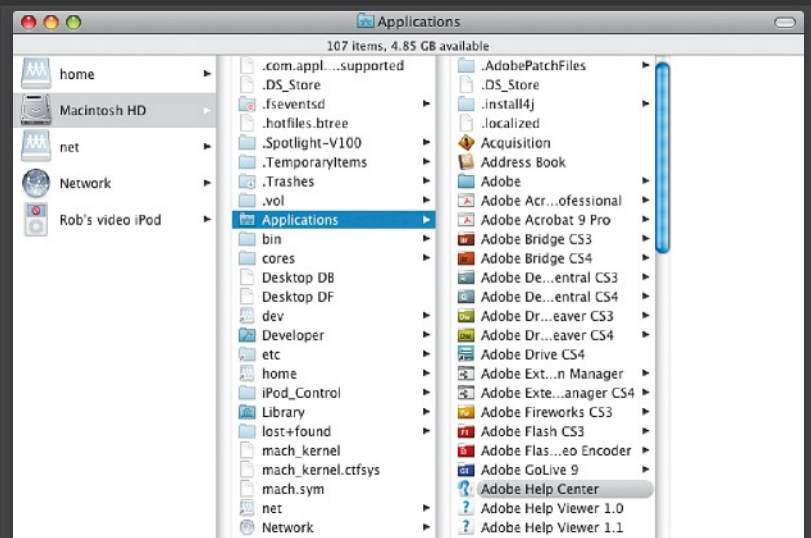


>> FILES, FOLDERS AND PACKAGES / What are they?

Everyone knows what a file is and that you can stick files inside of folders. But what's a package? A package is a clever way in which Mac OS X is able to make a whole load of files and folders appear as a single file to make it easier to move its contents about. The majority of OS X applications are packages, and you can see this by right-clicking on one and choosing Show Package Contents from the menu that appears.

Why is this helpful to know? Many OS X applications are 'fat' (run on Classic and OS X) or Universal (run on PowerPC and Intel Macs) binaries, or come in a variety of languages. To make life easier for users, developers stick all these varieties together into one package. However, that can lead to a waste of hard drive space; once you know what all the parts of a package do, you can remove the parts that aren't appropriate for your Mac and save gigabytes of space. Of course, if you're unsure of what bits you need, it's best not to touch them.

Packages often contain unnecessary data that you can prune - just make sure you keep the right bits!



their OS 9 Desktop folder, while anyone who's installed the OS X developer tools will have a Developer folder as well. There are other, normally invisible folders used by the UNIX parts of OS X, such as usr and var, but unless you know what they're for and why you might not need them any more, touching them is a very bad idea.

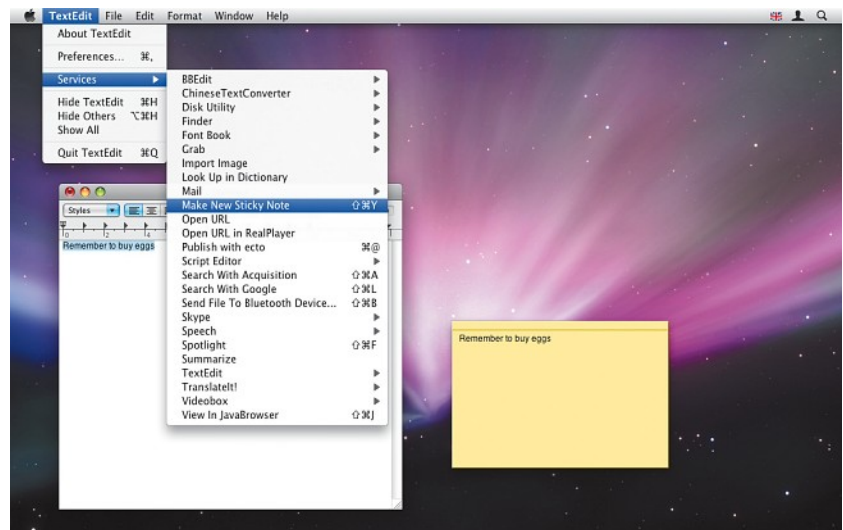
As you might suspect, Applications should contain all your applications and Users contains all of your files and the files of anyone else who uses your Mac. System is sacrosanct and reserved for Apple's use - as with the invisible UNIX folders, never touch the contents of System unless you know exactly what you're doing, or you risk making your Mac either very error-prone or unable to work at all. Library is a catch-all collection of files that your Mac

"Probably the best way to prevent your Mac's hard drive space filling up without you realising, is to know where all your files are"

and its applications need for extra functions, preferences, templates, Desktop pictures, plug-ins and more.

Applications folder

Keeping all your applications in the Applications folder not only ensures that when it comes to removing applications you no longer need, you know where they are without ferreting around, it gives your Mac extra capabilities through its Services menu, available from the program menu (so if you're in Finder, the menu called Finder). For example, if you use Skype, you're able to highlight names or text in applications and call the Skype user with that name using the Services menu. If there's more than one user on your Mac and you want to ensure only certain



Using the Services option from a program's menu can be a real timesaver. Try it with an app today!

applications are available only to you, you can create an Applications folder in your Home folder and any programs you store there will be able to offer Services to other apps.

Your Home folder is stored in the Users folder, together with a Shared folder that should be used for storing files that all users should be able to access: certain badly behaved programs also use it for storing preferences and other files. Normally, though, the Shared folder isn't something that builds up too many files.

Instead, it's the folders in your Home directory that are the usual source of bloat. What with iTunes storing all its music and videos in the Music folder, iMovie storing its files in the Movies folder, and iPhoto storing its library in Pictures, you can be guaranteed that your Home directory will have the bulk of the files on your hard drive before too long. However, like the Mac, you have a Library folder of your own, which can also fill up pretty quickly as you use more and more applications. >>

>> QUICK TIP

To get the size of any given file or folder, select it in Finder then press **⌘ + I**. If you press **⌘ + ⌥ + I**, however, the Get Info window will change to whatever your Finder selection currently is.

Freeing up space

Reclaim hard drive space to make your Mac run faster

So your hard drive is clogged up and you know what's doing the clogging up. What now? Depending on what the cause is, you can either delete files or move them. Your Mac can almost certainly burn CDs and DVDs unless it's very old; you can use *Finder* to archive files you still want but don't need on your hard drive onto disc, before you delete them from your drive. You can either do this by creating a Burn Folder using *Finder* and dragging files to archive into the folder, or simply selecting a folder or file and selecting Burn [folder name] to Disc... from the File menu.

>> QUICK TIP

Where did the files go? You can see which files a program that uses the standard OS X installer will install, by going to File > Show Files.

Since almost nothing still needs Classic or OS 9 these days, it's usually a safe move to delete the **Applications** (OS 9) folder if you still have it and **System Folder**: your Mac might object in the latter case, but you can override it by launching *Terminal* from Applications > Utilities, typing

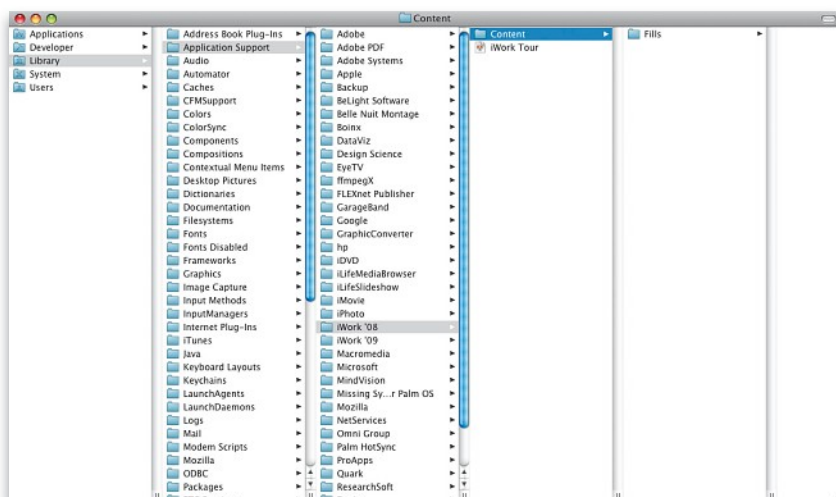
```
sudo rm -R
```

then dragging System Folder onto the *Terminal* window from *Finder* and press **⌘**. This should free about 750MB of space when it's done.

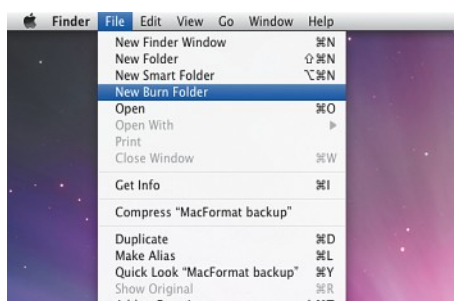
External libraries

DVDs take a long time to burn and you need a decent cataloguing system if you're to keep track of all your files. A quicker alternative that will give you immediate access to all your files is an external hard drive. Currently, you can buy a 500GB USB 2.0 external hard drive on the internet for under £80; just plug it into your Mac and it will appear on your Desktop. Most are formatted as Windows NTFS drives, so you'll need to reformat it using *Disk Utility*. Once formatted, copy any files that are hogging space onto the drive and delete the original files from your Mac. FireWire drives are typically twice the price but will work at an acceptable speed with older Macs that don't have USB 2.0. There are also networked storage drives like the Buffalo LinkStation, which costs almost the same as a USB drive but has Gigabit Ethernet connections, so are as quick but

The Application Support folder will inevitably fill up with data from old programs you no longer use and may have deleted.

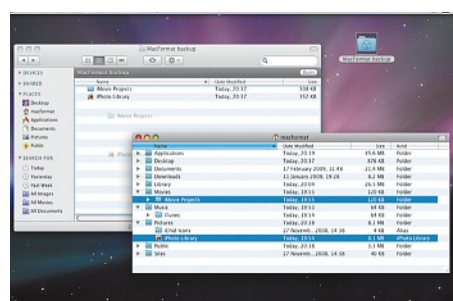


>> HOW TO / Archiving files with Burn Folders



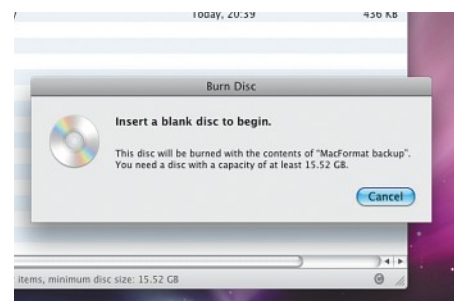
01 Creating a Burn Folder

You can burn files to disc to archive them before deleting them by using OS X's **Burn Folders**. First, create a Burn Folder for your disc by selecting **New Burn Folder** from the **File** menu in *Finder*. Rename it so that it has the title you want for your CD or DVD.



02 Filling the folder

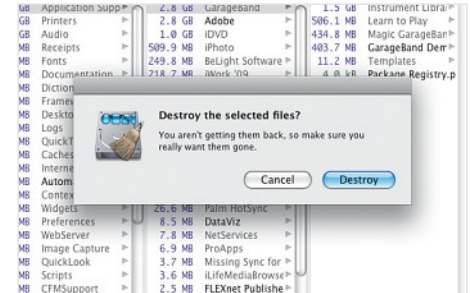
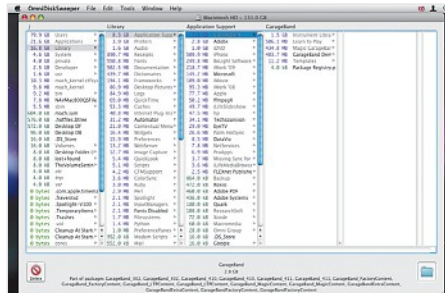
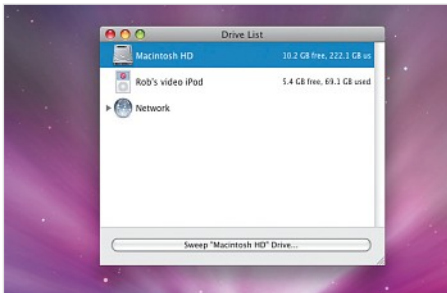
Double-click on the folder to open it then drag all the files and folders you want to archive onto the window. OS X will only create aliases of them in the **Burn Folder** so you won't use up much temporary space during this step of the process.



03 Burning to disc

When you've dragged all the files into the **Burn Folder**, click on the **Burn** button in the window to create a disc based on its contents. *Finder* will warn you how much space you'll need on your disc. Once you've burned the disc, you can delete the original files. ●

>> HOW TO / Cleaning your disks with OmniDiskSweeper

**01 Finding large files**

OmniDiskSweeper (on the disc) is a useful application for finding out which files and folders are taking up all the space on your hard drive. When you launch it, it will give you a list of all the disks attached to your Mac. Double-click on the disk you want to sweep.

02 Scanning the disc

Leave it alone while it scans your disk – you'll know it's still scanning if there are file and folder sizes in red. When it's done, it'll show you the files and folders arranged in descending size order. You can then click on sub-folders to see the sizes of files and folders inside them.

03 Destroying the files

Once you've identified a folder that you're sure you don't need and it's clogging up your disk, click on the **Destroy** button to delete it completely (rather than simply trash it). If you haven't registered *OmniDiskSweeper*, you can manually delete it in *Finder*. ●

can be available to all Macs on a network if plugged in to your router. You can make just about any external USB drive act as a networked storage drive by plugging it into an AirPort Extreme Base Station or Time Capsule.

Moving your *iTunes* or *iPhoto* libraries to an external drive is relatively easy. With *iPhoto*, just copy the *iPhoto* library file or folder from the **Pictures** folder to the external drive, then hold down the **⌘** key when you start up *iPhoto* – you'll be prompted to locate *iPhoto*'s library and you can choose the copy on your external drive. You can follow the same procedure with *iTunes* and its library, by copying the *iTunes* folder in the **Music** folder then locating the *iTunes Library* file inside it when prompted by *iTunes*.

Deleting applications isn't quite as easy. Many applications can be installed simply by dragging them into the **Applications** folder, so you'd think uninstalling them completely would be as easy as dragging them to the

>> QUICK TIP

If you've deleted part of an application and don't have the installer any more, if it left a receipt in the **Library > Receipts** folder, you can see where all its files were installed using *Pacifist*.

If your application came with an uninstaller, it's best to use that to remove an application.

Trash. However, many applications on first launch will create preferences in the **Preferences** folders of your **Library**, and may install more files into folders in your **Application Support** folders in your **Library** folders or directly into their own folders in the **Library** folders. They might also create caches – collections of files designed to speed up performance of applications – in your **Library** folder's **Caches** folders. Other applications that use an installer can place files in many other places around your system. Typically, you'll recognise which files and folders belong to which applications as you browse the **Library** folders, since they'll have the application or developer name in their title or enclosing folder title. If they don't, try **Get Info** (**⌘** + **I**) on the file, since sometimes you'll find copyright messages in the file information.

However, if the application came with an uninstaller, use that to delete it rather than trying to do it manually. Equally, if you're just trying to delete a single application, if it used a standard OS X installer package, you can find out what files it installed using *Pacifist* (on the disc) or by running the installer again (see the Quick Tips).

Time for a spring clean

Another option is Smith Micro's *Spring Cleaning* (\$50 (£34, <http://my.smithmicro.com/mac/>), which is an uninstaller application and file scanner. This can keep track of new files on your Mac, work out which files belong to which applications, and let you look for particular kinds of files that haven't been stored in the right places.

If you don't want to delete an application altogether, it is possible to save at least some space by deleting some of its language files: OS X includes duplicate files in French, German and other languages. Applications such as *Monolingual* (on the disc) can delete as many languages from programs as you want, saving you gigabytes of hard drive space – although some apps, such as *Adobe Creative Suite*, might stop working properly if you delete language files so it can be quite risky in some cases. >>



Add more power

Boost your Mac's performance with these choice tips

Your Mac's memory is the biggest cause of poor performance issues. You need enough to run OS X and any applications you want to open. If the memory available isn't enough, your Mac will use your hard drive for 'virtual' memory so that you can still run your applications. However, since the hard drive is much slower than real memory, performance will drop.

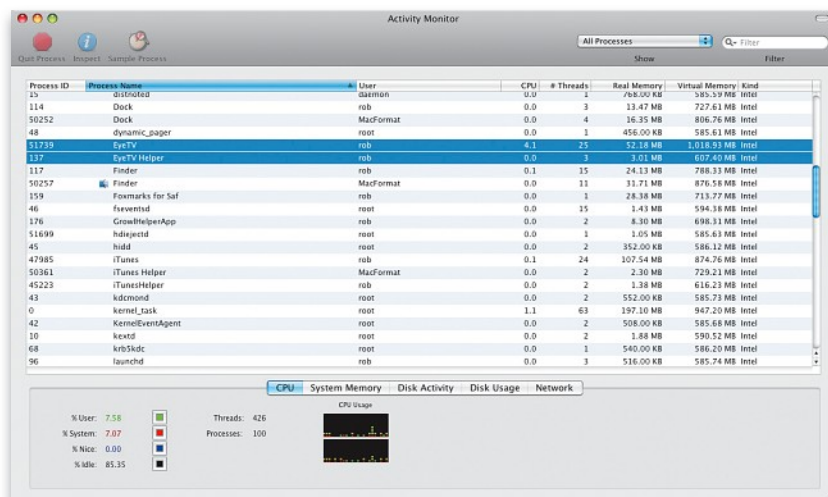
As a rule of thumb, the absolute minimum amount of RAM you should have for running Leopard is 1GB; it will run comfortably with 2GB but you'll need more if your Mac can handle it for more intensive programs like *Adobe Creative Suite*.

You can find out how much RAM you have installed by choosing **About this Mac...** from the **Apple** menu. If you have too little memory installed, go to www.crucial.com/uk and download the *Crucial System Scanner Tool*, which will tell you what you have and what you'll be able to add.

The good news is that memory is very, very cheap at the moment and it's really easy to add to your Mac, providing you follow the instructions and aren't too nervous about opening hatches on your Mac. Depending on the model of your Mac, 2GB chips can cost as little as £20 including VAT, and they're worth every penny.

Run fewer apps

Memory isn't the only issue, however. If you have many programs running at the same time and they either require many calculations to be done or frequently access files on your hard drive, you'll find your Mac slowing down. Running fewer programs will help, as will reducing the number of plug-ins used by a slow application: things like *Acid Search* may make *Safari* do cool things, but they will make it slower, too.



Activity Monitor will show you which programs are running and how much power they're using.

»» QUICK TIP

Even if you are using your battery to power your laptop, you can still improve performance by going to System Preferences and choosing Energy Saver.

Many Mac programs are made of smaller programs, which may launch at startup, not show up in the list of programs running, and not quit when you quit the program. It's therefore worth using the *Activity Monitor* application in your Application > Utilities folder to find out what 'processes' are running, and seeing if there are any you don't need and that may be taking up too much memory or CPU. If there are, simply select them then quit them using the **Quit process** button in the toolbar. Sometimes, it's not always obvious what a process is from its name - although usually you can guess - so be careful about quitting processes for the sake of it.

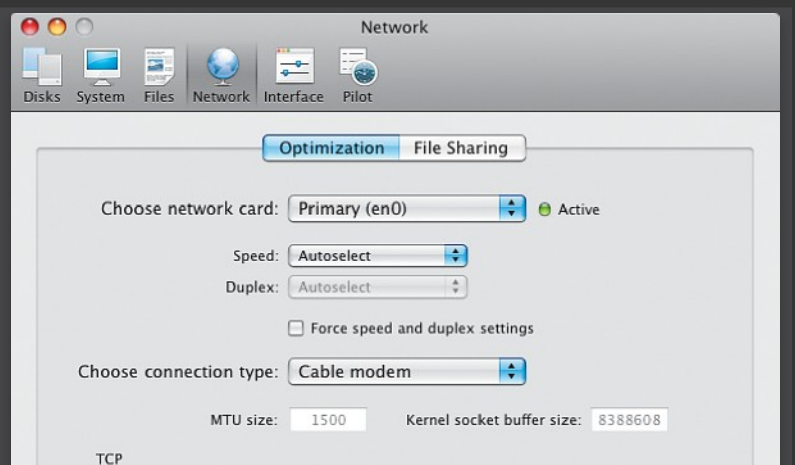
Depending on which version of OS X you're using, your Mac launches programs at startup in several different

»» SPEED UP YOUR NETWORK / Optimise your settings

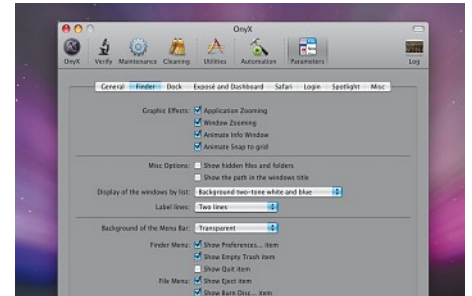
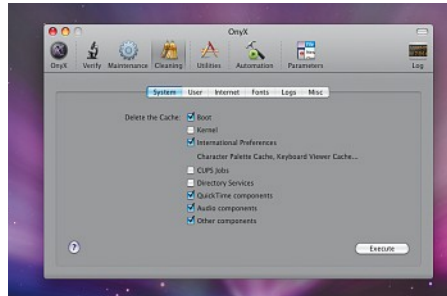
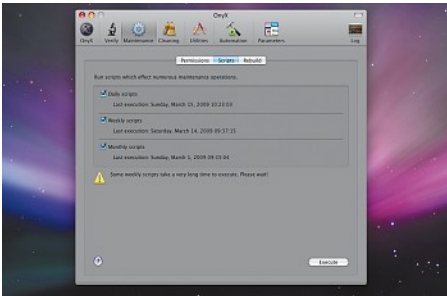
Networking is complicated. Whenever you're connected to a network or the internet, you're sending thousands and thousands of pieces of discrete information from your Mac to its destination and receiving similar amounts of information back. But if you're on a dial-up connection, the amount of information you can send in one go is far more limited than it is if you're on broadband, which is still slower than the network in your company.

OS X has network settings optimised for an average situation, so if you have a fast broadband or network connection, your Mac will probably be sending out less information in one go than it could - and that means it'll be slower. To get a speed boost, you can use *Cocktail* to optimise your Mac's networking settings to suit your network, and it will install a startup item that will change them every time you restart your Mac.

Give your network a speed boost with *Cocktail* (www.maintain.se/cocktail/index.php) It will optimise your Mac's settings in a flash.



>> HOW TO / Using OnyX to speed up your Mac

**01 Manual maintenance**

OS X schedules maintenance programs to run during the day, week and month. You can run them more often to speed up your Mac's performance or if you're pre-Leopard. *OnyX*'s **Maintenance Scripts** option lets you run these scripts manually.

02 Cleaning caches

Caches can speed up boot time, improve text display performance, and accelerate *Safari*'s page-rendering. However, these can become corrupted or slow your Mac down. Deleting caches and program logs can free up space, improve performance and get rid of instabilities.

03 Turn off effects

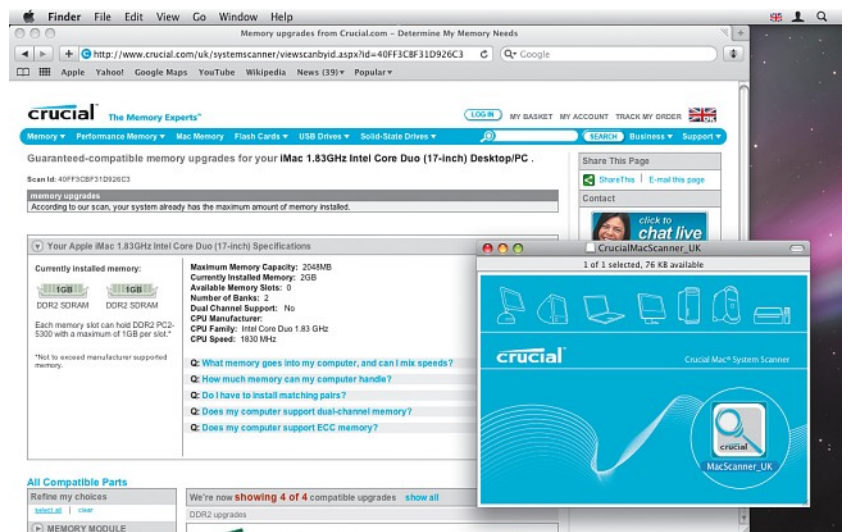
OS X can feel slower than it actually is, thanks to its plethora of graphical effects, such as application and window zooming and animating things like snapping to grid. Use *OnyX* to disable these, making your Mac more responsive; go to **Parameters > Finder**. ●

"Memory is very cheap and it's really easy to add to your system, provided you aren't too nervous about opening hatches on your Mac"

ways: checking these to see what's being launched and pruning things down can speed up startup and ensure there are fewer processes running at any one time. First, check the **Login Items** of your account in **System Preferences > Accounts** to see if there are items you can do without. The **StartupItems** folder of the main **Library** folder might also contain items installed by programs that will launch at startup. If you own Tiger or Leopard, try using *Lingon* (on the disc) to see what programs might be scheduled to run at particular times or during startup.

Save energy

Speed sometimes isn't so much to do with how quickly calculations are being performed, but more about responsiveness: your Mac might be doing just fine, but if it feels slow to do things, you'll end up hating it all the same. Surprisingly, a lack of responsiveness can be down to simple things like *Finder* special effects, or even having used **System Preferences > Energy Saver** to optimise your Mac to save power at the expense of its performance. But there are also some tweaks you can apply that can affect things like network speed as well. Running a program like *Cocktail* (\$15 (£11), www.maintain.se/cocktail/index.php) will allow you to optimise your network settings for maximum speed and remove things like *Finder*'s 'spinning rectangles' effect that only slows down to interaction.



The Crucial memory scanner will tell you what RAM your Mac uses and how much more you can add.

>> QUICK TIP

BeNiceR (on the disc) lets you give more or less processing time to applications using the UNIX *renice* command to speed them or slow them down respectively.

Equally important, your Mac itself can also perform a variety of maintenance tasks for cleaning up OS X. There are many things that your Mac would like to do to make itself run more efficiently, and of which it has set up daily, weekly and monthly schedules. Unless you leave your Mac on overnight every night, which is neither good for the planet nor your electricity bill, it's unlikely that these schedules will have a chance to run on versions of OS X earlier than Leopard. However, *OnyX* (on the disc) and *Cocktail* can force your Mac to run those maintenance tasks and a few of their own, such as cleaning up the logs and system caches. They can also repair disk permissions, just like the built-in OS X *Disk Utility* application; when these are incorrect they can slow down some applications, cause them to stop working properly or even stop then running at all, so it's worth performing this routine from time to time.

Advanced techniques

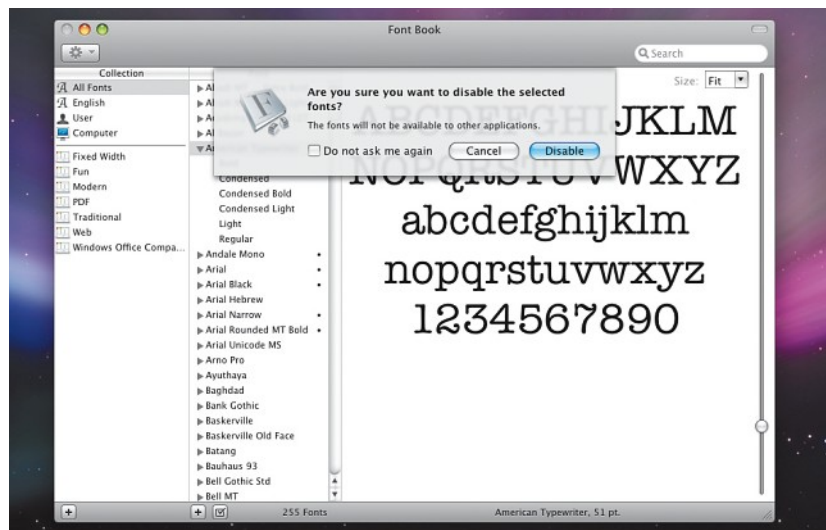
There's still more you can do to give your Mac a speed boost

So you've got the hang of the basics. You've cleaned up your Mac's hard drive, you've put in more memory, you've wiped out programs and files you don't need, and you've quit all the programs and processes that might be slowing down your Mac. But it's still not fast enough. What else can you do?

You might still be able to squeeze a few more drops of speed out of your Mac as it is. Even simple menu bar items can take up processor speed, so removing unnecessary ones will give you a slight speed boost. Removing any fonts you might have installed with *Font Book* will speed things up considerably. Playing with *Safari's* cache settings can make it go faster. If you have the option of using a hard drive as network storage, perhaps by connecting it to an AirPort Extreme Base Station or a Time Capsule, take advantage of that instead of plugging it into your Mac. USB 2.0 uses some of your Mac's processing power so disconnecting the hard drive will stop that drain, and if you have a wireless n or Gigabit Ethernet network, you shouldn't notice much, if any, speed difference when copying files to a networked storage device instead.

Reformat the drive

The simplest thing to do, if you have the time and the space, is to reformat your Mac's hard drive with *Disk Utility* on your Mac's boot DVD or CD, reinstall all the applications, then restore your data. Over time, your Mac's files will be rewritten by OS X and occasionally broken up into separate pieces. Having to search all over the hard drive for the

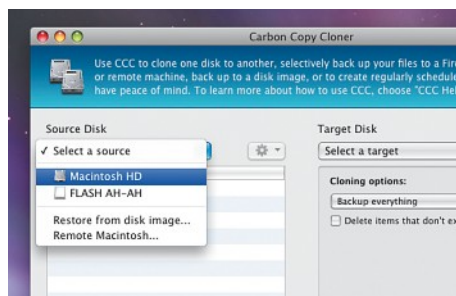


Deleting unnecessary fonts you may have installed on your system will speed up your Mac.

»» QUICK TIP
Safari's databases speed up web browsing. If it starts to slow down, lower or increase the database size in Safari's Security preferences.

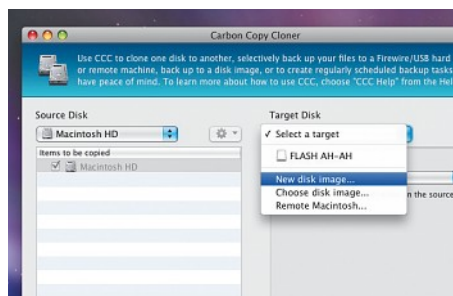
parts of files will slow it down, and although OS X does have a built-in file defragmenter that puts all the file pieces back together, it's not 100% efficient. If you reformat your hard drive and reinstall OS X, your apps and your data, the restored files won't be fragmented and your Mac will be able to access them faster. And even if you've done a thorough job in clearing your hard drive and your Mac's secret files, a reformat and reinstall guarantees only the necessary files will be present on your drive.

»» HOW TO / Create a backup with Carbon Copy Cloner



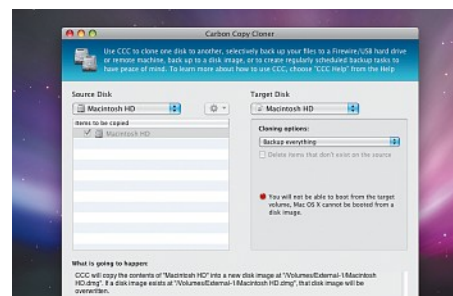
01 Preparing to back up

Carbon Copy Cloner (on the disc) is able to create a complete backup of your Mac's hard drive in its entirety, either by mirroring the drive or creating a disk image of it. To start, select the drive in the list of sources in the left of the window.



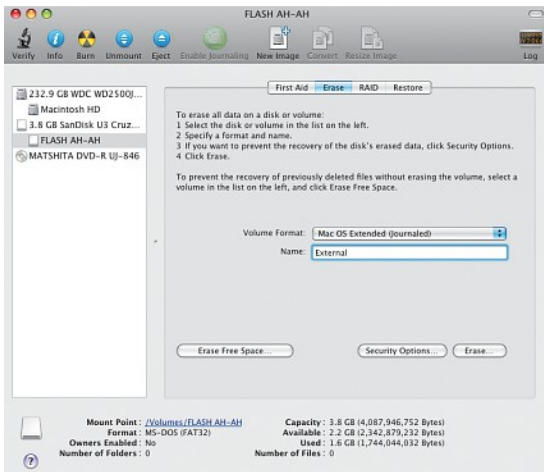
02 Choosing disks

You can now either choose another disk to completely replace with the source disk's files, or you can choose to create a disk image on a drive without replacing its contents. Note, you won't be able to boot off a disk image, but it is easier to copy between drives.



03 Start the clone

You can now back up to the image or second disk by pressing **Clone**, after clicking the lock and authenticating yourself. To restore from backup, repeat steps 1 to 3 but use the backup disk or image as the source in step 1, and the restoration disk as the target in step 2. ●



You can use OS X's built-in Disk Utility to erase any drive connected to your Mac, except the drive you booted off.

Time Machine, although it doesn't back up every system file, will copy all your data and preferences. But for a true backup, *Carbon Copy Cloner* (on the disc) is your best bet. Don't forget, if you have a *Boot Camp* partition, you will only need to reformat the Mac partition, not the whole drive.

But before you do that reinstall, it's worth asking yourself if a new hard drive might be a wise purchase, given that most speed bottlenecks are down to how quickly your Mac can get data off the hard drive. One of the main factors that affects how fast that can occur is the speed at which the hard drive's disks rotate: while modern Macs tend to have drives that rotate at 7,500rpm (revolutions per minute), older Macs – particularly laptops –

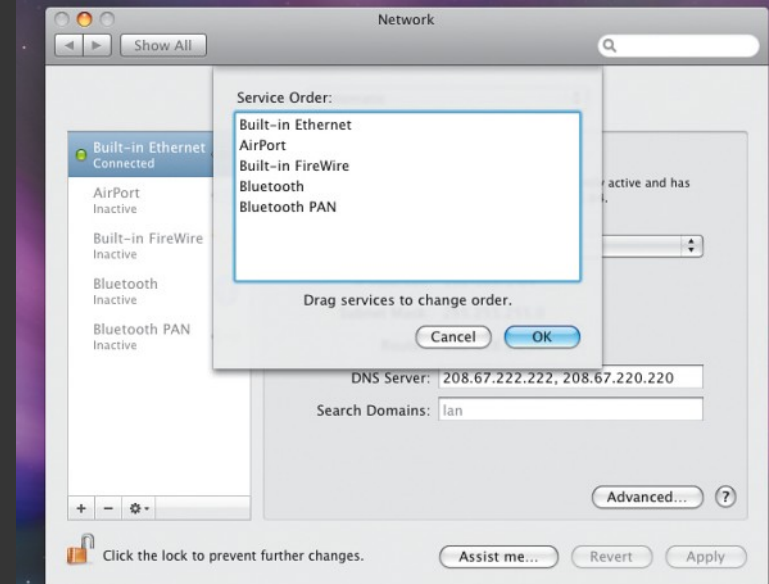
“Even simple menu bar items can take up processor speed, so removing unnecessary ones will give you a slight speed boost”

have drives that rotate at slower speeds, typically 4,000rpm; there are also faster drives on the market at relatively low cost that rotate at 10,000rpm.

Switching out your old hard drive for a new, faster hard drive will undoubtedly give you a speed boost as well as more storage space. However, this isn't for the faint-hearted, since you'll need to get the right kind (most modern Macs use SATA drives) as well as the right size (laptops, Mac minis and iMacs need much thinner drives than desktops), and it will involve disassembling your Mac. In some cases, this won't be possible because the design of the Mac won't allow anyone but a qualified engineer to access the hard drives.

You can go to a qualified Mac engineer and ask them to switch out your drive, although there will be a labour cost – typically £40-£80 – as well as the cost of a new drive, with the compact drives used by laptops and iMacs costing more than those used by Mac Pros and Power Macs.

>> NETWORKING / Speeding it up



You can manually alter the Network settings in System Preferences to make the connection faster.

Network mis-configuration can often slow down internet browsing speeds. You might have a wireless network and a faster wired network, but if your Mac uses the wireless network first, it won't be able to take advantage of the wired network's higher speed. Make sure that your Mac's network interfaces are in the right order in System Preferences > Network: you can reorder them using the pull-down menu at the bottom.

Even a well-configured network can be made to go faster. Your Mac has to look up the internet address of any website before you go to it, using its DNS settings, which are also configured in the Network pane. These are usually provided by your ISP and configured automatically, but you can use the following settings – 208.67.222.222, 208.67.220.200 – to take advantage of the faster OpenDNS (www.opendns.com) servers.

For those with nerves of steel and a suitable Mac, there are other, ultimate hardware upgrade options available, although these can be expensive and perilous. Certain Macs' graphic cards are replaceable, so if you find a game playing a little slow, a better graphics card can accelerate the speed at which the picture is redrawn and give you a smoother experience. You can also switch processors, either through replacing the original processor or through a CPU upgrade card, although only Power Mac G3s and G4s as well as even older Power Macs have this option.

Upgrading and overheating

Since Intel Core Duo and Core Duo 2 processors use the same socket to connect to the Mac's 'motherboard', if you have an Intel Mac you can buy a faster chip, open your Mac and swap out the existing CPU. However, this can be tricky with certain designs – such as the Mac mini – and will inevitably invalidate any warranty, so again you (or an Apple engineer) will need to take a good deal of care. Faster CPUs also tend to create more heat, so although Macs have the tolerance and ventilation necessary to withstand this, if you've been lax about letting your Mac have a decent air supply, you might find it overheats and crashes. But they sure do give you a speed boost! ●

>> QUICK TIP

If a full reformat's out of the question, try *DiskWarrior* (£100 (€67), www.alsoft.com/DiskWarrior/index.html): it will rebuild your disk's directory structures, repair any problems and improve access speeds by making those structures smaller.

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How to...

● PHOTOS ● MOVIES ● MUSIC ● OFFICE ● SYSTEM



Christopher Phin
Deputy Editor

We've been hard at work on this new-look *MacFormat* for months now and it's fantastic to finally have it printed and in your hands.

We've put a lot of time and effort into getting this tutorial section just right, with an emphasis on making our walkthroughs even more accessible and fun to read. Just like in the news section at the front of the magazine, you'll notice a navigation bar across the top of the tutorial page; we're now organising our tutorials by subject – in the order shown across the bar – to make it easier to find your way around.

Each tutorial comes with a summary box telling you how easy the tutorial is and how long you should expect it to take; both are designed as guides to help you decide whether they're right for you, right now.

Throughout the magazine, the text has been enlarged, and we've introduced some new styles to our roster of templates. There are now also quick one-page tutorials, so you should see more variety both in the subjects we tackle and in the way we present them. We hope you like what we've done; be sure to give us your feedback at macformat@futurenet.com



>> EXPERT TIP

Mac laptops – and some Mac keyboards, such as the one reviewed on p85 – don't have a 'forward delete' key that deletes characters to the right of the text cursor, but you can do it anyway by pressing the **fn** key and tapping **→**.

**Adjust shadows**

If your shadows are a little weak and lacking bite, adjusting the **Shadow** slider will fix that little problem.

Adjust highlights

We've used the **Highlight** slider in **Levels** to pull back the highlights to make a more even histogram.

Correct midtones

With adjusted shadows and highlights, the midtones may be slightly 'out of whack'. Use your visual judgement to tweak accordingly.

Final result

With correct levels the image looks great. It's like wiping away a grey film to reveal how the picture should be.

Set levels in Photoshop

Add vibrancy by setting the levels of your images in Photoshop Elements

>>> KEY INFO



DIFFICULTY:
Advanced



TIME NEEDED:
20 minutes

WHAT YOU'LL NEED:

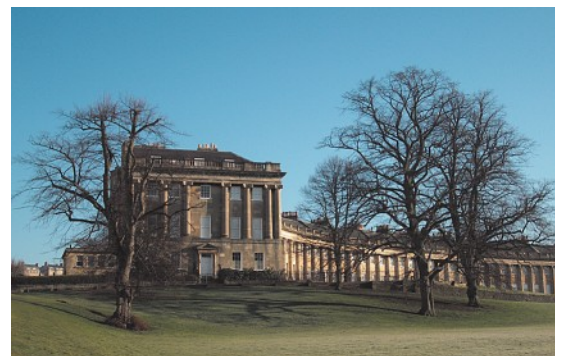
Adobe Photoshop Elements 6
(£68, www.adobe.com/uk)
A suitable unedited image

One of the main reasons for using image-editing software such as Adobe's *Photoshop Elements* is to remap the levels of an image so global changes can be made to the image as a whole. With levels, absolute blacks start at 0 and whites end at 255.

Adjusting levels can be done manually by altering the **Black Point** and the **White Point** sliders and tweaking the midtones. Alternatively you can use **Levels'** eye-dropper tool to remap the values by clicking on the darkest and lightest parts of an image. Finally, there's the **Auto** button, which may or may not produce a satisfactory result.

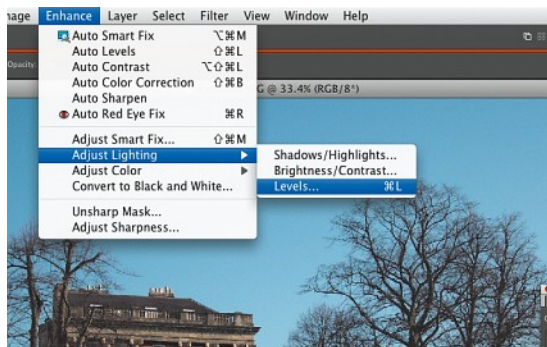
Whichever method you use to correct the levels in your image, it's important not simply to drag the sliders to the beginning and ends of the histogram as some 'experts' advise. There are good reasons why an image may not need its black and white points coinciding neatly with the histogram. For example, an atmospheric image taken in misty conditions could be ruined with such thoughtless manipulation of its levels.

Mark Sparrow



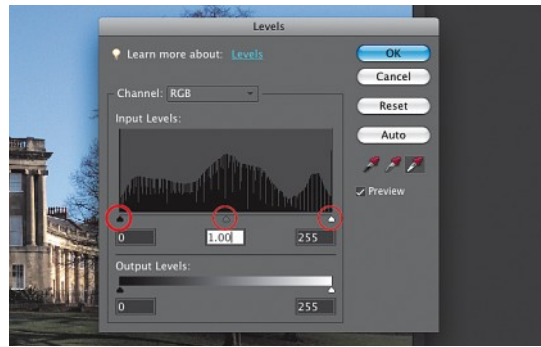
01 Where to begin

Our starting image is of a good quality but it does need its levels adjusting. How do we know this? Because when we call up the histogram (Window > Histogram) we can see that the curve isn't spread across all the possible 255 levels that *Photoshop* is able to display. To correct this we need to reset the **Black Point**, **White Point** and **Midtone** sliders.



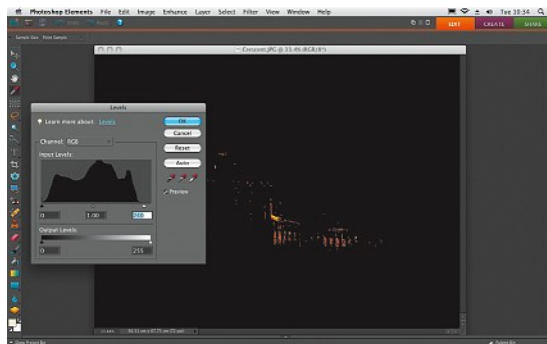
02 The Levels dialog

To adjust the levels in the image you need to call up the program's **Levels** dialog by going to Enhance > Adjust Lighting > Levels (or press the keyboard shortcut **⌘+L**). The dialog will open and you can then choose which of the three adjustment techniques you want to use on your image.



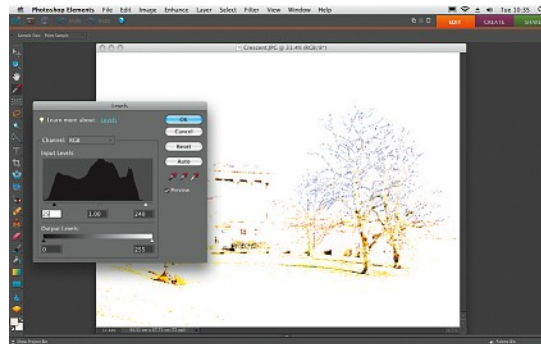
03 Adjusting the tone

The first method involves manually altering the sliders. We've pulled in the black triangle beneath the histogram for the input levels on the left and done the same with the white triangle on the right. Once they have been adjusted we can then adjust the middle triangle for the midtones.



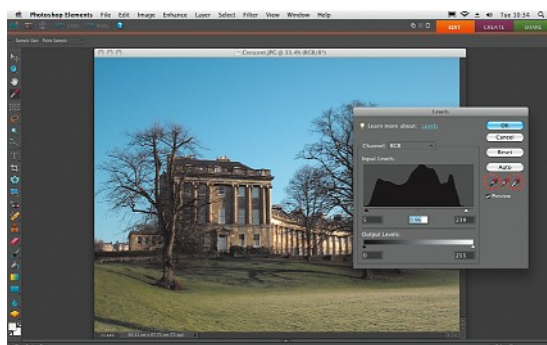
04 Find the bright areas

If you want to know where the brightest parts of the image are, hold down the **⌘** key on your Mac's keyboard as you pull in the **White Point** slider to the right underneath the histogram. You'll soon see which parts of the image are the brightest as the rest of the image darkens, as shown above.



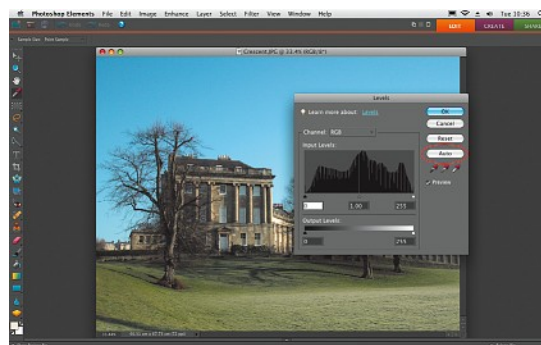
05 Find the dark areas

Conversely, you can just as easily check where the darkest parts of an image are located by holding down the **⌘** key but this time pulling on the **Black Point** slider's triangle. The darkest areas of the photograph will show up on an otherwise white image, making it look like a colour pencil drawing.



06 The eyedropper tools

If you're new to image editing or you simply don't feel confident making manual adjustments to your images, you can use the eyedropper tools. Select the **Black Point** eyedropper (the black one) and click on the darkest part of the image. Now do the same for the brightest part using the white tool.



07 Go automatic

Still concerned about using the manual settings, or think that you might not do a good enough job? You could always try the automatic option by clicking on the **Auto** button. However, you may find the colours shift too much (here they've gone too yellow) so this may not always work. If you need to undo, click on **Reset**.

EXPERT TIP

Reading the histograms



You can't always expect a camera to get the exposure of an image exactly

right on every occasion. And sometimes you'll need to adjust and reshape an image's histogram to give it more or less punch. For example, a photo printed out on paper will always be less striking than an on-screen image, because printed photos rely on reflected light, and screen images use projected light. There's also a difference between RGB colours used by a screen and the CMYK system used by printers. Adjusting levels helps you to overcome these limitations by remapping the tonal values of an image to encompass all 255 tonal levels available to you. Once you learn to read the histogram you'll become far more adept at adjusting your images for a variety of display media.

Mac expert Mark Sparrow is a successful freelance writer and photographer.



>> QUICK TIP

Don't forget to adjust the saturation of your shot and to add some sharpening when you've made all your other alterations. Levels can only do so much but the finishing touches are down to you.

Make amazing slideshows

iPhoto '09's new templates make your slideshows shine more than ever!

>> KEY INFO



DIFFICULTY:
Intermediate



TIME NEEDED:
30 minutes

WHAT YOU'LL NEED:

G4 processor or greater, Mac OS X 10.5 Leopard, Apple iPhoto '09 (£69, part of iLife '09, <http://store.apple.com/uk>), Images for a slideshow

Slideshows made in *iPhoto* just got a lot easier and a lot more polished, thanks to the new features in the *iLife* '09 version. Slick new themes and simple export features enable you to create slideshows in no time and turn them into movies that you can share via email or the web.

Ready made

Themes are pre-made packages that your images neatly fit into. If you've ever worked with *iWeb*, *iDVD* or the new *iMovie* '09, you already know how simple *iLife* themes are to use. In *iPhoto* '09 there are six different themes for giving your slideshow a professionally-created look. You can also add a playlist from your *iTunes* library as a soundtrack and create custom transitions if you want. But the real beauty is that you can throw together a slideshow in a few

minutes that looks like it took hours to create.

Once you've crafted a slideshow in *iPhoto* '09 you'll never think of presenting your photos in any other way again. The themes add animation by doing sharp transitions that go well beyond simple fades. For instance, the **Scrapbook** theme puts your photos into a virtual scrapbook and then simulates looking through it. *iPhoto*'s new features are even integrated into the slideshow themes. For example, the **Ken Burns** effect uses *iPhoto*'s **Faces** feature to

"The Ken Burns effect uses iPhoto's Faces to zoom in and out of faces in your photos"

zoom in and out on faces in your photos. How cool is that?

Until *iPhoto* '09, the feature for exporting your slideshows was hidden away. Now there's an **Export** button and export format presets that make it simple to turn your slideshows into standalone movies, with the soundtrack and all the transitions exactly as you see when you play the slideshow in *iPhoto*.

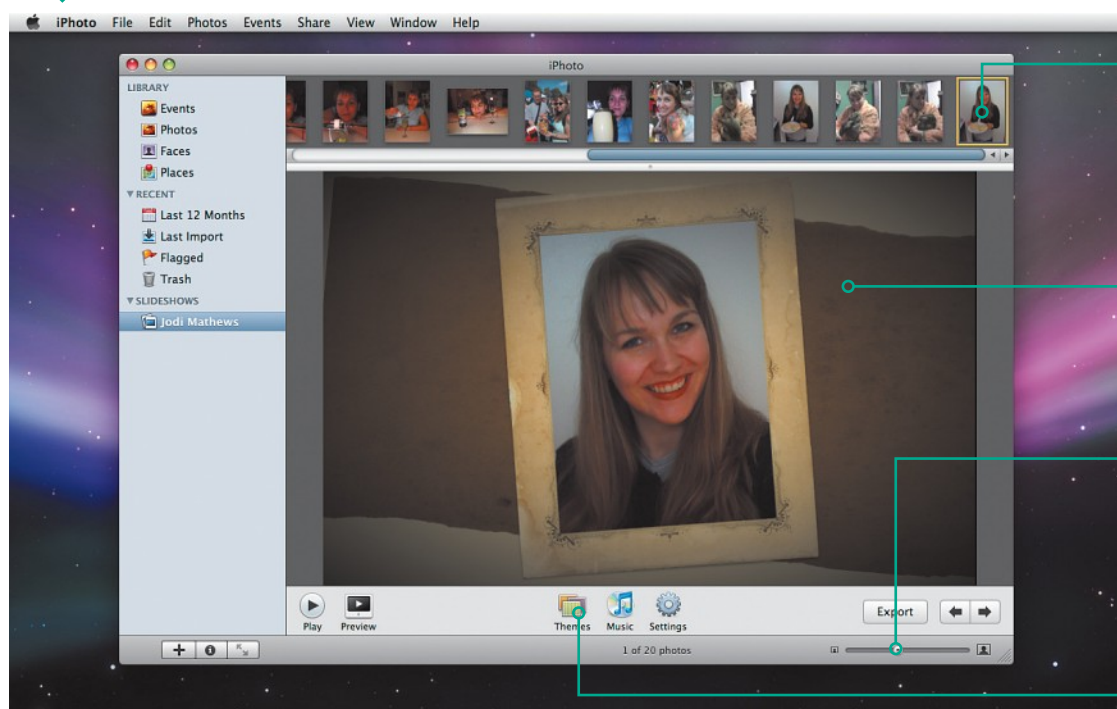
Slideshows made easy

In this tutorial we'll show you how to create some great sildeshows using *iPhoto* '09 and take you through all the options available, such as adding music and exporting your slideshow as a movie.

A word of warning: you might have so much fun doing this that it will eat up hours of your day as you create slideshows of all your photos!

Kevin J Wolfe

>> QUICK LOOK / iPhoto '09's new slideshows



Thumbnail Row

Rearrange the order of your show by dragging images around in the Thumbnail Row.

View Window

This shows you how images will look. You can reposition masked images by dragging.

Zoom Slider

This allows you to zoom in or out on any image you've clicked on.

Themes Icon

Allows you to choose from six themes that animate your slideshows.

» HOW TO / Make a slideshow in iPhoto '09



01 Starting out

You can create a slideshow by clicking the + button and dragging in images from your library. *iPhoto '09* has many organisational capabilities so you can create a slideshow from an Event, album, place or face. Click on a group of faces and we'll create a slideshow from it.

02 Give it a title

Click on the + button and choose **Slideshow**. Change the title if you like. Make sure the **Use Selected Items in New Slideshow** box is checked. Click on the **Create** button. If you want to change the title later, click on the slideshow in your **Library** list and rename it.

03 Pick a theme

Click on the **Themes** icon. **Classic** is the standard slideshow from previous versions of *iPhoto*. To see some other themes in action, move your cursor over the theme for a preview. The **Snapshots** theme is a good choice: simple, but very polished. Click on the **Choose** button.



04 Adding music

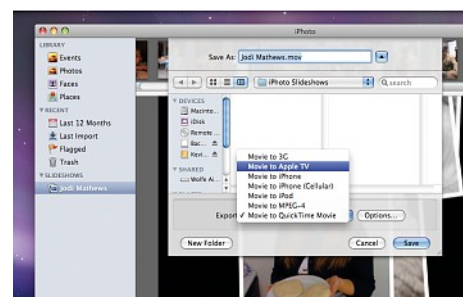
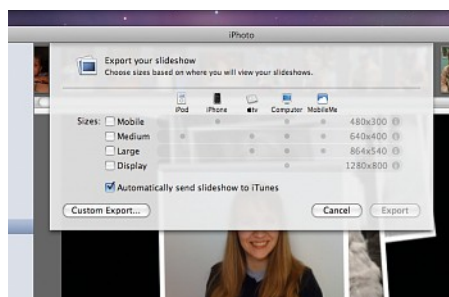
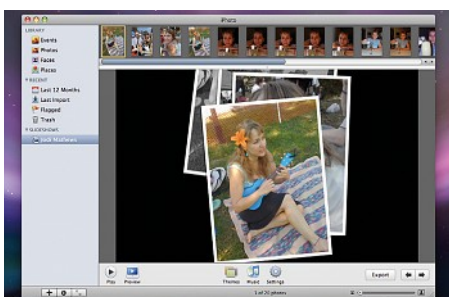
Click the **Music** icon and you'll see a few songs included in the **Theme** library. From the **Source** drop-down, choose **iTunes**. Check the **Custom Playlist For Slideshow** checkbox. Drag the songs you'd like to use to the window and click on the **Apply** button.

05 Transitions and effects

Click on the **Settings** icon. This allows you to customise transitions between all slides or individual slides. You can change transitions, screen duration, control the **Ken Burns** effect, or use black and white, sepia or antique photo effects, depending on the theme you choose.

» QUICK TIP

You can play an instant slideshow of your images on-the-fly from any album, Event, face or place within *iPhoto*. Simply click on the **Slideshow** button on any screen where it appears to view your images.



06 Preview the slideshow

The **Preview** icon plays your slideshow with all transitions and effects in the *iPhoto* window. This makes it easy to go back and rearrange slides, transitions, music, etc. While you're in **Preview** mode, check for anything that interrupts the flow of the slideshow.

07 Preparing to export

Click **Export**. Here you can export your slideshow as a compact m4v movie file in four sizes: for iPods, iPhones and desktops. (Note that larger sizes may not be available.) If you'd like to keep a copy in *iTunes*, check the **Automatically Send Slideshow to iTunes** box.

08 Export options

The **Custom** button allows you to export your slideshows as a movie in a variety of formats and sizes. If you have web space like a **MobileMe** account to store larger slideshows, email a link to it for people to view it. Click on **Export** and choose a location for your file. ●



Animated maps add panache to your holiday home movies.

Add backdrops and maps

Use the new features of iMovie '09 to add some great effects with ease!

>> KEY INFO

DIFFICULTY:
Beginner

TIME NEEDED:
25 minutes

WHAT YOU'LL NEED:

Apple iMovie '09 (£69, part of iLife '09, <http://store.apple.com/uk>), media and projects already made, basic knowledge of iMovie '08/'09

Have you ever seen an *Indiana Jones* movie and wished you could add a similar animated map to your home movies? Well, now you can. You can set the start and end location and even choose from 12 different types of maps. Not only that, but you can add one of the new special effects to your map to personalise it even further.

Map out your project

Apple iMovie '09 has reintroduced a lot of features that had been lost when Apple rewrote the application from scratch and came up with iMovie '08. For example, we can now speed up and slow down clips, add special video effects and even have more precise editing controls giving

home editors hardly any reasons to stick with iMovie '06.

In this tutorial we're going to focus on one of these: the **Maps** and **Backgrounds** feature. As for backgrounds, they come in useful when you don't want to add titles over your clips but would still like to have something other than a black screen behind them. The screens range from solid colours to lovely animated backdrops.

"You can add one of the new special effects to your map to personalise it even further"

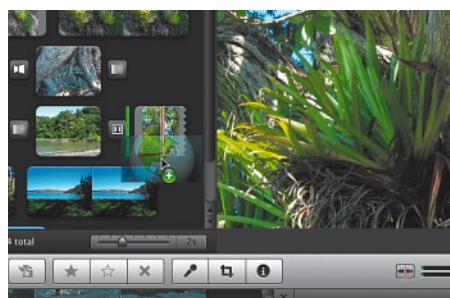
This tutorial will help you understand how both **Maps** and **Backgrounds** work and offer you some useful tips and shortcuts for them, which you might not have thought of.

A little know-how

There is a fair amount to cover, so we'll start by assuming that you already know enough about iMovie's editing process to get started. You can create a project from scratch (File > New Project) or use an existing one (although we would recommend you duplicate it first in case something goes drastically wrong: select it in the **Project Library** and go to File > Duplicate Project). Right, now on with the show.

Steve Paris

>> HOW TO / Add maps and backgrounds to your projects



01 Getting to the maps

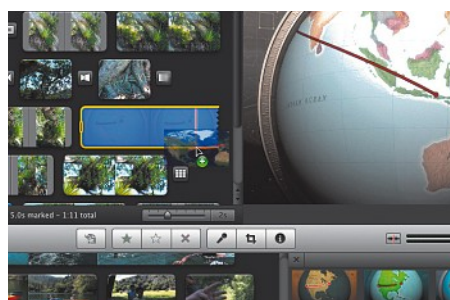
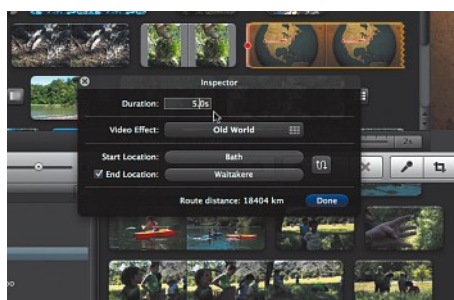
There are three ways to gain access to the maps: go to Window > Maps and Backgrounds, click on the button with a globe in it, or use the **⌘ + 5** keyboard shortcut. The maps are available at the top of the section, and the backgrounds are at the bottom.

02 Project insertion

To see a map in action, select it and drag it to your project, just as you would any other footage. If you drop it over a clip, the map will be added before or after it (wherever the thick green line sits is where the map will be inserted once you've released the mouse).

03 Inspectors and effects

As soon as the new map is added, the Inspector window opens up from which you can set your Start and End locations. Above these parameters is the Video Effect menu. Click on it to have access to all 20 available effects. You can only apply one per clip.



04 Slow, slow, quick, slow

The Duration field above the Video Effect menu is used to speed up or slow down your map. On other clips, altering the duration would preserve the speed but trim the clip. There is no way to cut a map halfway through except by changing the End location directly.

05 All change

If you change your mind and would prefer to use a different type of map, drag it from its section onto the existing one in your project. Not only will the start and end locations be preserved, but so will the duration and even the effect applied to it.

>> QUICK TIP

You can add names to a map by altering the 'Name to display on map' field when you select a location. If you create another map in the same project, iMovie will fill in its start location with the previous map's end location.



06 Textual addition

Adding a background is done in the same way as maps: select it from the list and drag it onto your project. However, there is another way: go to Window > Titles (or use the **⌘ + 3** shortcut). Drag a title of your choice in between two clips.

07 Background menu

As you release the mouse button, a small window pops up offering you thumbnails of all backgrounds on offer. The advantage of using this method is that you can skim through any thumbnail to get an idea of what the effect will look like prior to choosing a backdrop.

08 Move along

Once the background has been added to your project, select it and move it anywhere you'd like (any text above it moves along with it). You can replace a backdrop like you do with maps or you can double-click on it and choose another from the Background window. ●

Get music for free

Use Spotify to legally listen to music-on-demand over the internet

» KEY INFO

DIFFICULTY:
Beginner

TIME NEEDED:
20 minutes

WHAT YOU'LL NEED:
Mac OS X 10.4 or later

Spotify has quickly become something of an internet phenomenon. It opens up a world of free and legal music, which can be streamed over the internet using a player that's similar in its look and feel to *iTunes*. You don't use *Spotify* to buy music, instead pick an artist, search for their name and you'll probably find most of their

albums available, for free. There's a huge back catalogue on the *Spotify* servers as well as new releases.

"Pick an artist and you'll probably find most of their albums, for free"

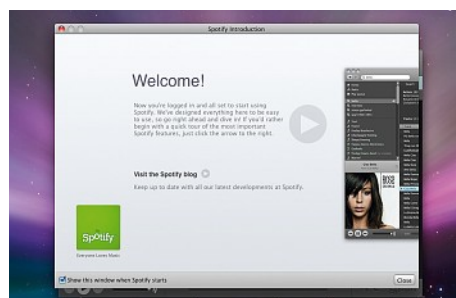
The service is ad supported, so you'll hear the occasional advert played between tracks, unless you opt for one of the payment deals (99p for 24 hours or £9.99 a month).

You can create playlists and share them over the net with your friends, who can add tracks to them also.

Here's a quick look around *Spotify*.

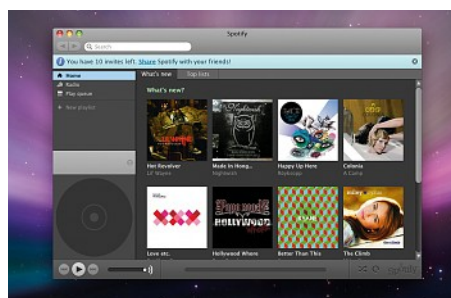
Graham Barlow

» HOW TO / Listen to music for free with Spotify



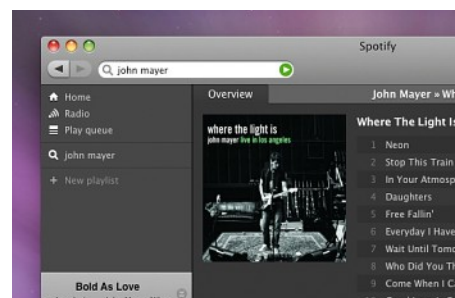
01 Getting started

Head over to www.spotify.com to download the program then launch it. You'll need to sign up for an account, but it's totally free for the basic version. Once the program is installed it looks like this. Click the arrow for a quick tour, or the Close button to jump right in.



02 A look around

Spotify opens with the **What's new** tab selected, which shows recently added albums. Basic player controls are at the bottom of the screen, and a handy **Search** bar is at the top. Type the name of your favourite artist into the search bar now.



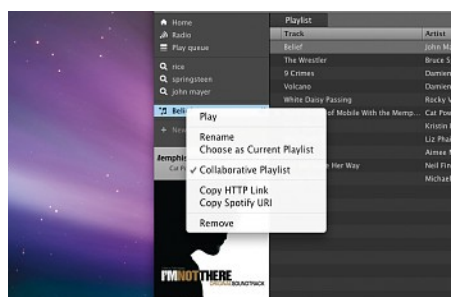
03 Find an artist

We've gone for one of Apple's favourite artists, John Mayer. Type his name in and, from the search results, click on any album name to bring it up complete with cover art. You can then click on individual tracks or listen to the entire album.



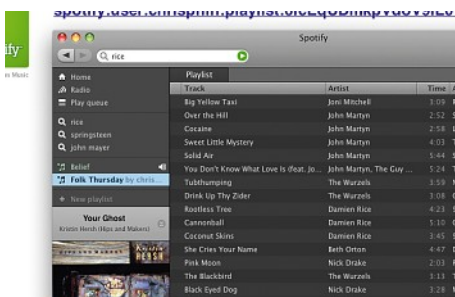
04 Making a playlist

Making a new playlist is easy, just drag a song onto the **New playlist** button, which is found on the left, and a new playlist is created. Now search for more music to drag and drop onto the playlist. *Spotify* remembers all the playlists you create.



05 Share a playlist

Right-click (or **ctrl**-click) on a playlist and choose **Collaborative playlist** – you'll notice the playlist icon will change slightly. Now right-click again and choose **Copy HTTP link**, then email it to your friends or post it on Facebook, inviting them to join in.



06 Collaborate on playlists

Your friends also need to have *Spotify* installed to add to your playlist. When you click on a *Spotify* link the playlist automatically gets added to your copy of *Spotify*. Now you can add tracks and the playlist will be updated for all *Spotify* users who are subscribed to it. ●

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Enhance your iWeb sites

Adding photos, movies, songs and widgets to your website

» KEY INFO



DIFFICULTY:

Beginner



TIME NEEDED:

30 minutes

WHAT YOU'LL NEED:

iWeb '09 (€65, part of iLife '09)

While text and photos are still the most important media for a website, movies and audio tracks embedded in web pages are becoming common. As you'd imagine, iWeb (Apple's easy website creation program) makes adding different media to web pages a breeze. One of the strengths of iWeb is that you can mix and match

with ease – simply drop a photo onto a video on your page and it's replaced instantly. As you'll find out, however,

"Movies and audio tracks embedded in web pages are becoming common"

it's only when you're working with different types of media that you discover the built-in features of the different page templates that iWeb offers. So, in this tutorial you'll learn what makes a Photos page different from a Movies page and why they're useful for working with the media they're assigned to.

Graham Barlow

» HOW TO / Add and adjust photos on iWeb pages



01 Finding photos

Find photos on your Mac to use in your website with the **Media Browser**. Just click the **Photos** tab and you have access to your iPhoto library. It's organised just like your iPhoto library, too, with **Events** and **Last Import** folders instantly available to you.

02 Photo pages

Photos dragged onto pages based on the **Photos** template are dealt with in a unique way: once on the page they become a thumbnail and a **Photo Grid** control box appears (shown here), through which you can change the thumbnail's look and feel.

03 Photos elsewhere

Photos dropped onto pages created using the other templates are treated differently. If you drop them onto an existing image then they assume the same size and properties as the original. If you drop them elsewhere, iWeb guesses the size you'd like.



04 Using masks

Now let's look at some of the fun things you can do. First of all there are masks, which change the shape of your photo. Click on a photo, then from the **Format** menu choose **Mask With Shape** and choose a shape from the drop-down menu.

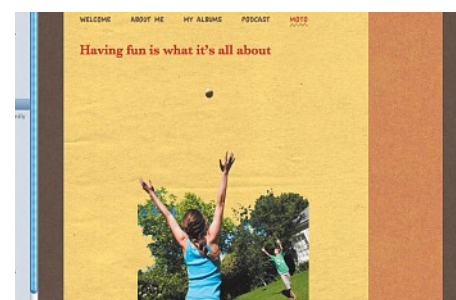
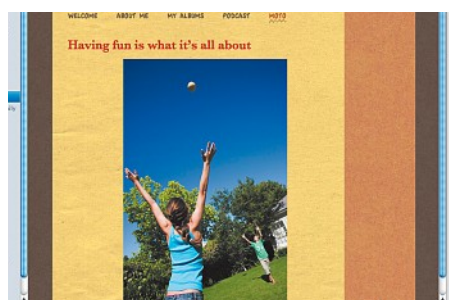
05 Flip and rotate

You can also flip and rotate photos. Select your image and open the **Inspector**. Click on the **Metrics** tab and you'll see two **Flip** buttons, enabling you to flip the photo vertically or horizontally. You'll also notice a rotation dial next to these buttons.

06 Adjust brightness

The **Adjust** panel is similar, but not identical, to the **Adjust** panel in iPhoto. Here, you can change levels for many different settings, such as **Tint**, **Temperature** and **Exposure**. There's also an **Enhance** button for quickly fixing an image. ●

» HOW TO / Change opacity, then add movies and music



01 Adjust opacity levels

Click on the **Inspector** and then choose the **Graphic** tab. At the bottom of the control panel you'll see an **Opacity** slider. It's usually at 100% by default, but you can change this for any image and create some nice effects to liven up your pages.

02 Using Instant Alpha 1

You can make similarly coloured sections of a photo transparent, to achieve a cut-out effect without having to actually cut out an image first. To try it, select an image with a plain coloured background. Then from the **Format** menu choose **Instant Alpha**.

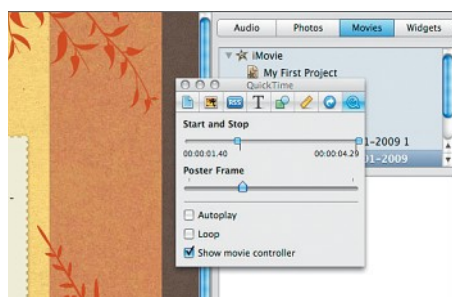
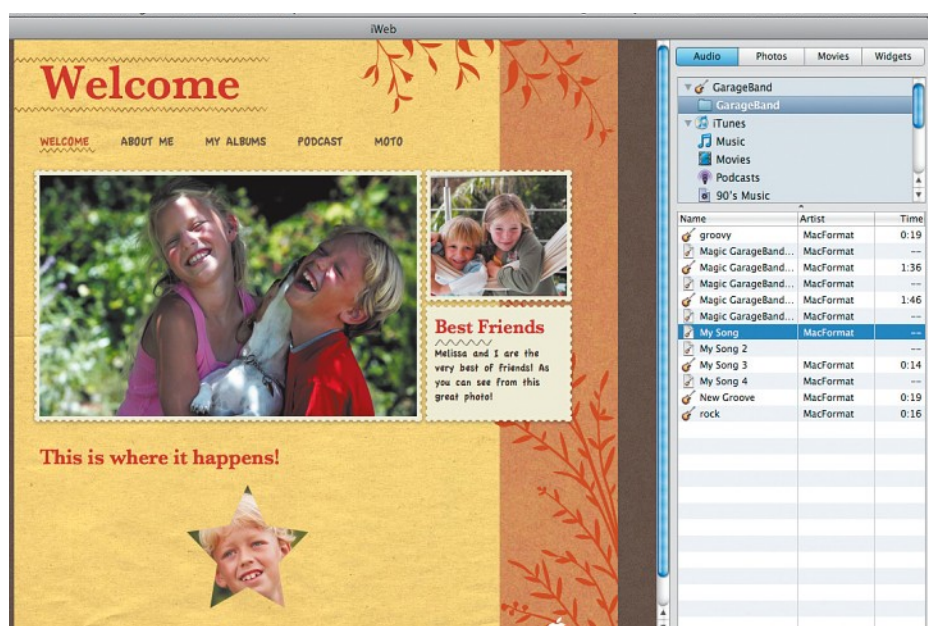
03 Using Instant Alpha 2

Next click on a colour in the image to use as the transparent colour - we clicked on the blue sky. Now, click again to drag out a circle and determine the extent of the effect. The trick is to do small selections at different points, rather than try to get it all in one go.



04 Finding movies

Just click the **Movies** tab in the **Media Browser** and you get a view of your *iMovie* library. Once you've found a movie you like, just drag it over to the page. Here, we've dragged a video diary movie over to the **Movie** page on the website we're creating.



05 Adjusting options

Click on the **Inspector** and then on the **QuickTime** tab on the far-right to reveal them. You can specify start and stop points for your movie, as well as which frame is used as the 'poster frame' for the movie - this is what you see before it starts playing.

» QUICK TIP

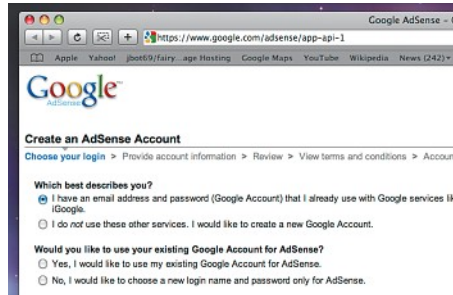
It's only when you add it to a Photos template page that iWeb generates automatic thumbnails of each image. It's the same with the Podcast template page - it has special features that enable you to set up a podcast.

06 Adding audio

It's easy to add an audio track to a page that your visitors can activate when they see it. Select a track from the **Audio** tab in the **Media Browser**. You'll notice that you can select from your *iTunes* library, so be careful to stay on the right side of the law - adding songs from your favourite band's album won't be legal! To stay safe we've chosen a track we created ourselves in *GarageBand*.

The audio track appears in a box on the page containing the text **Drag image here**. You can now drag a photo out of your Photos selection in the **Media Browser** to give your audio clip a bit more personality. Just click the **Play** button to hear the audio right now. ●

» HOW TO / Add handy features to iWeb pages with widgets



01 Add AdSense

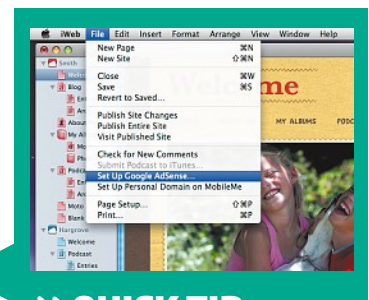
The *Google AdSense* widget enables you to put ads on your pages and make some money, but first, you need to set up an account. Drag the widget onto a page and enter an email address. If you already have an AdSense account then just click the appropriate button.

02 New user

If you're a new AdSense user, then you'll need to check the inbox of the email address you provided in the previous step. Here, you'll find an email from Google containing a link that you need to click. This takes you to a web page where you can enter your details.

03 Size your ad

Because ads are limited to fixed sizes, you can't resize an AdSense box in the same way that you can for most image or text boxes in *iWeb*. Instead, you need to specify a height and width from the options available. There's bound to be something that suits.



04 Add an RSS feed

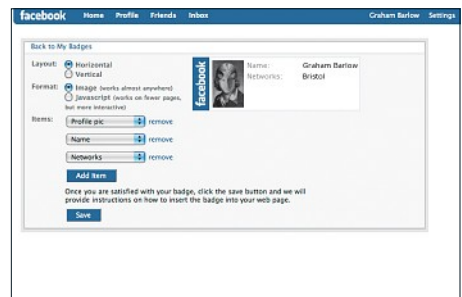
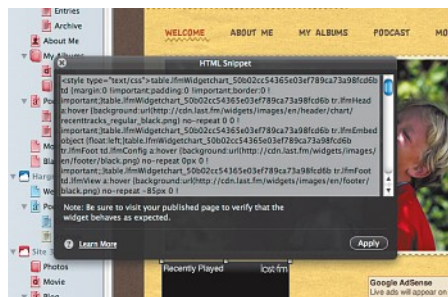
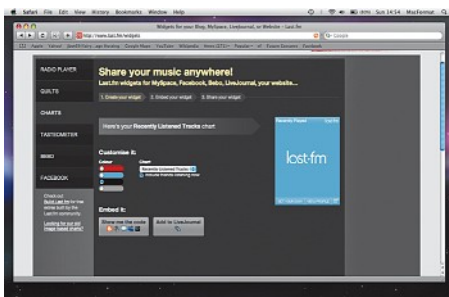
An RSS feed is a great way of making your site look like it's being updated every day, even when it's not. You use it to pull in a news feed from another website, such as BBC News, and display the results on your site. Drag the *RSS Feed* widget from the *Widget* sidebar.

05 Enter feed URL

Once it's there, enter the feed URL. The best way to obtain a feed's URL is to go to the website in question in *Safari*, then click on the blue RSS button that appears next to the URL in your address bar - you'll get a URL starting with `feed://`. This is the one you want.

» QUICK TIP

You can only have one AdSense account per bank account, and you can only use one single account with all your iWeb sites, but you can change which account you're currently using by choosing *Set Up Google AdSense* from the *File* menu.



06 Add an HTML snippet

HTML Snippets provide you with access to third-party widgets. Many sites these days have an option for spitting out a little chunk of HTML to show a user badge on your site. For example, www.last.fm has a widget to show your recently-listened-to tracks.

07 Copy and paste

Copy the section of HTML code from the Last.fm website at www.last.fm/widgets and paste it into the *HTML Snippet* widget in *iWeb*. The HTML code will appear in the box, and after a few moments the widget will load on the page.

08 Add a Facebook badge

Facebook also offers an HTML widget. You need to click *Create a profile badge* at www.facebook.com/badges.php. Once you've done that you can copy and paste the code it creates into the *HTML Snippet* widget in *iWeb*, in the same manner as before. ●



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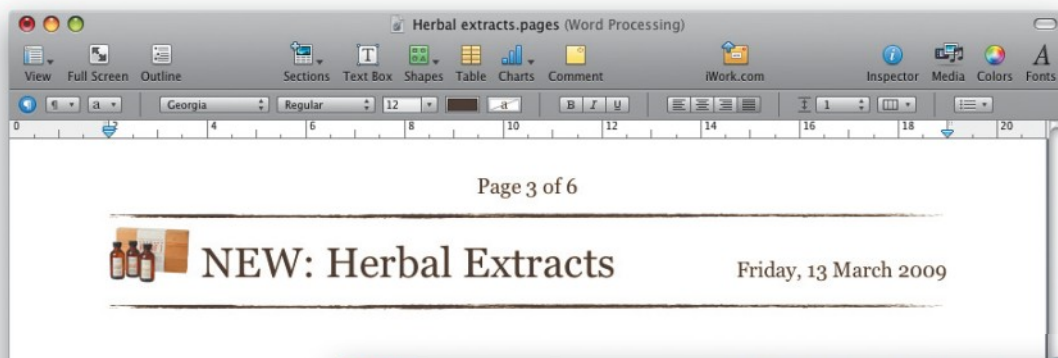
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Having headers (or footers) on each page, keeps your whole document organised.



Create headers in Pages

The lengthier your documents are, the more they'll need page headers...

»KEY INFO



DIFFICULTY:
Intermediate



TIME NEEDED:
45 minutes

WHAT YOU'LL NEED:

Apple Pages '08 or Pages '09 (£69, part of iWork '09, <http://store.apple.com/uk>), a multi-page document to work with

Do you find that you can spend hours designing the cover sheet for a multi-page document, and forget to pay attention to the remaining pages? After all, if you can just staple the sheets together to make sure they don't get separated or read in the wrong order, what's the problem?

Staples can fall out, pages may be left folded over so that the cover sheet isn't visible and, without page numbers, people won't know how far they've got, how far they have to go or where to find a crucial piece of information for another time.

Simply put, you need each page to contain the same information as the cover page. You can do this in a more

compact form by creating a header. The header can display static items, such as the document title, or an image or your company logo, but it can also insert information automatically, such as the current date and time, or the page number.

Our walkthrough shows how this is done, and also how to disable the header for the title page (so you don't display the same information twice). See the end result above.

"You need each page to contain the same information as the cover page"

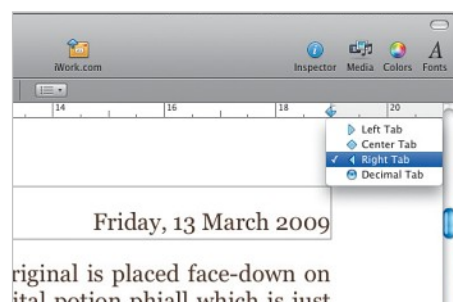
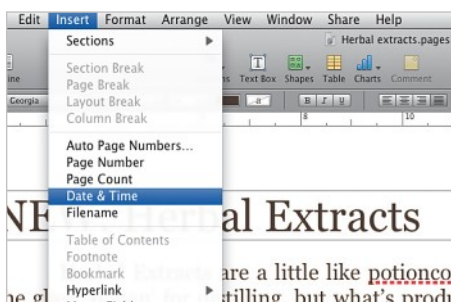
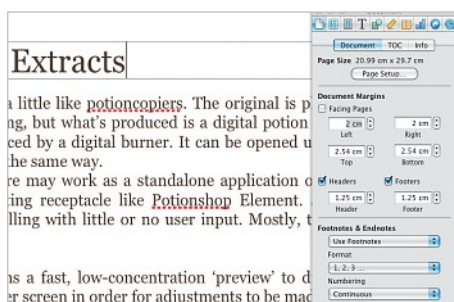
The principle for creating a header is the same as for footers too. It's up to you where you want to put the text, having your contact information as a footer, for example.

The tools used to edit headers are the same as those used elsewhere in *Pages*. The only exception being you can't add floating graphics to headers, only inline graphics.

A couple of things make headers easy to apply. One is that you can add and modify the header directly on any page. The other is that there's no need for fiddling with margins and header heights, because *Pages* adjusts the height of the header area automatically to fit the content.

Rod Lawton

» HOW TO / Create a header in Pages



01 Typing a title

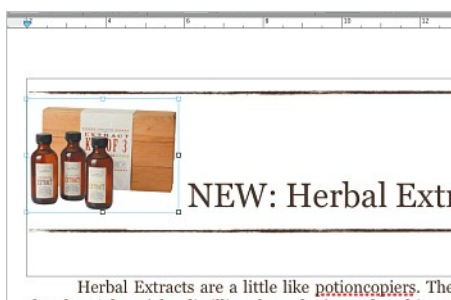
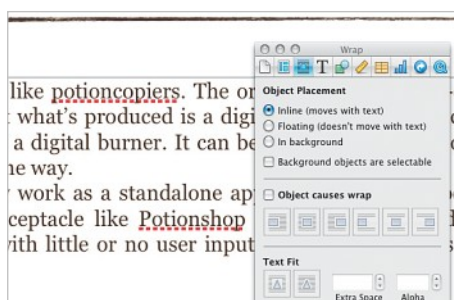
Your document's headers should be enabled by default (check the Document Inspector if not). Move the mouse pointer over the header area to make it appear, click inside it and start typing. We've added the document title here and increased the point size.

02 Adding the date

This title is what you might call 'static' text, but it's also possible to insert information automatically via the Insert menu. Here, we're adding the date and time. The date/time format can be modified afterwards by **⌘**-clicking on the date field (the date can't be edited directly).

03 Using tabs

We've right-aligned the date by inserting a tab between the title and the date and then creating a new tab stop on the ruler. To change a tab type, **⌘**-click it. Right tabs align the text so that it ends at the tab stop (with a left tab, the text starts at the tab stop).



04 Adding a line

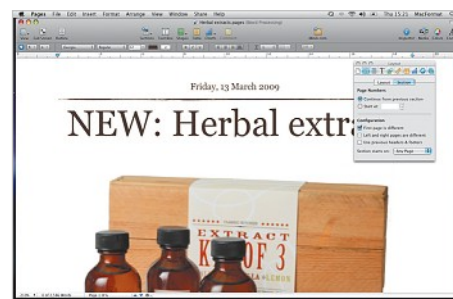
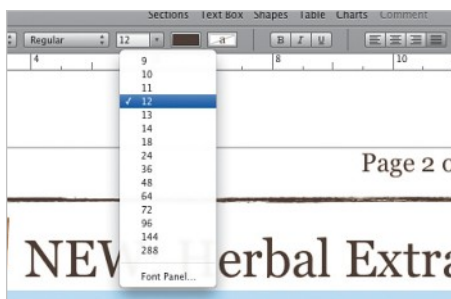
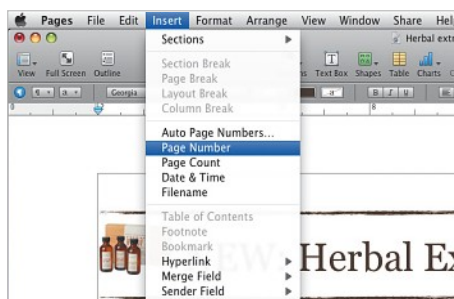
Header text can get muddled with document text, so insert a line to separate them. Headers only support inline graphics, so start a new line by going to Insert > Shape > Line. (Make sure you open the Wrap Inspector and deselect the Object causes wrap box.)

05 Inserting an image

We've added another line above the header text, and then inserted an image used on the title page as an inline graphic. This image needs resizing, because the original is too large. To resize an inline graphic, drag the handle on the lower-right-hand corner.

» QUICK TIP

Being restricted to inline graphics in headers is a nuisance, but you can create a text box containing text on several lines, then paste this box into the header as an inline graphic. This will make it easier to align an address block with a logo, for example.



06 Adding page numbers

Add page numbers to a new line at the top of the header. We want this to read 'Page x of x', though, so the first step is to type the word 'Page' followed by a space, then use the Insert > Page Number, then 'of' followed by another space and finally Insert > Page Count.

07 Adjusting the spacing

Using inline graphics means adjusting the vertical spacing between items is a little tricky. To get lines closer to the text, for example, we can't just drag them. Instead, select the line (triple-click) and adjust the font size (for single-line spacing) or the leading.

08 Different first page

There's no need for a header on the cover page because it already contains the relevant information as part of the main title. Open the Layout Inspector, select the Section tab and check the First page is different box. Manually remove or modify the page header. ●

Build online presentations

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» KEY INFO

DIFFICULTY:
Beginner

TIME NEEDED:
15 minutes

WHAT YOU'LL NEED:

Mac or PC running Safari 3, Firefox 2 or Internet Explorer 7, or later versions of any of the aforementioned browsers

Tell us that *Keynote* is the best presentation software ever for any platform, and you'll get no argument from *MacFormat*. And yet, when we discovered *280 Slides* (<http://280slides.com/>), we were mightily impressed.

It's essentially an application that runs through your web browser – an RIA, or Rich Internet Application, to give it its geeky name – and so doesn't require you to have anything installed on your Mac except a modern browser. The level of polish in *280 Slides* is superb, with translucent palettes, automatic snap-to guides that let you align objects to the horizontal and/or vertical centre of the slide, and DTP-like features – such as the ability to constrain an object's proportions as you scale it by holding down $\square$ – that we take for granted with Desktop applications. It's a

testament to how far these RIAs have come that we found ourselves using these standard commands without even thinking that we were working inside a *Safari* window; the boundary between Desktop and web is blurring.

Features and themes

280 Slides is packed with handy features, too. You can import and export *PowerPoint* documents – there's no support for *Keynote* natively, but *Keynote* will read from and write to *PowerPoint* – share and

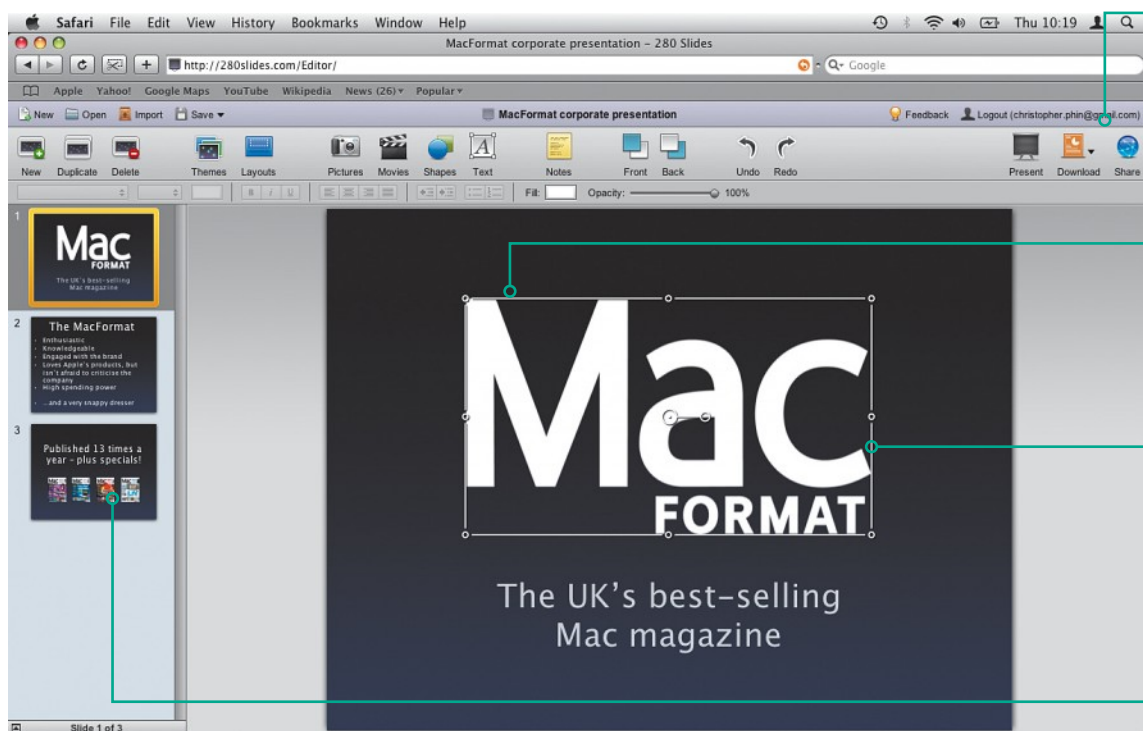
"It's just the ticket for creating something quickly, and sharing it with friends and colleagues"

present your presentations online, and perform image searches for Google and Flickr directly through the *280 Slides* interface itself.

The handful of supplied themes are pretty slick, too, though we wish there was a wider choice and just a little more polish on the layout and typography settings. You might, too, begin to butt up against the limitations of the service when trying to do advanced stuff – there's no provisions for charts, for example, without creating them elsewhere and uploading them as images. But here's the thing: it's free, at least for now. And what's more, if you're anything like us, you'll be amazed at how rich and well-finished the app is; it's just the ticket for knocking something up quickly, and sharing it with friends and colleagues.

Christopher Phin

» QUICK LOOK / Understand the 280 Slides interface



Share your slideshow

Once you're done, you can download, share or even embed your presentation.

Add your assets

You can upload JPEGs, GIFs and PNGs – the latter is great for adding transparent corporate logos.

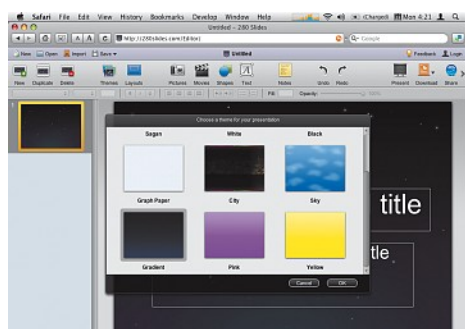
Alignment guides

Move any element near the horizontal or vertical centre to snap stuff to the centre.

Thumbnails

Just as in *Keynote*, thumbnail versions of your slides are shown in this panel – a very useful overview.

>> HOW TO / Build your presentation online

**01 Get started**

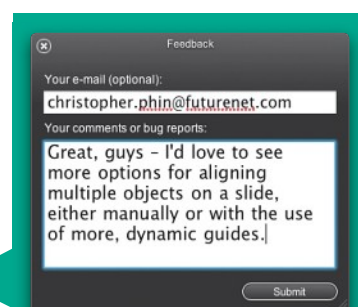
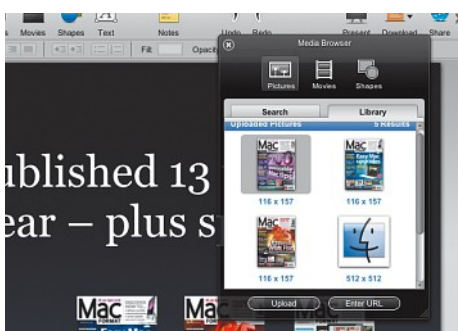
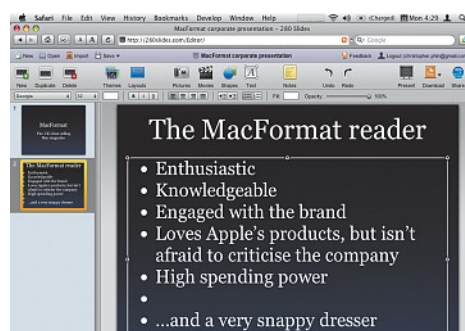
Go to <http://280slides.com/> and click the huge **Try it now, free!** button in the middle of the page. The editor will launch, so select the option to start a new presentation. You'll be asked to pick a theme from the palette.

02 Create a title slide

Once you've picked a theme, the system gives you a title slide by default. Double-click the dummy text to start replacing it with your own. Note that you have control over the font, colour, style and alignment, as in a word processor.

03 Create an account

Before we go any further, let's save our work. In the violet menu bar strip at the top of the *Safari* window, click the **Save** menu. Then, assuming you don't already have an account, click the **Register** button to create one.

**04 Add more slides**

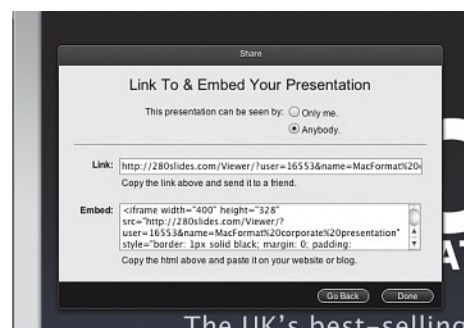
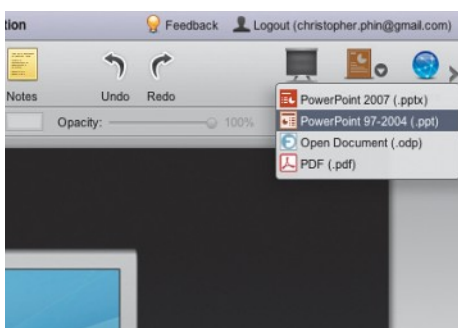
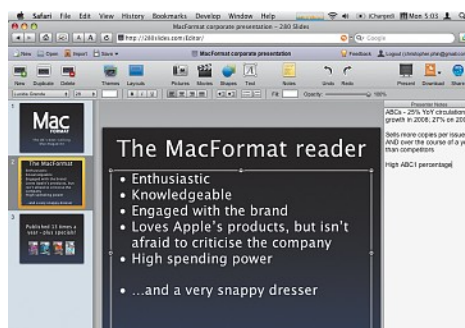
Now you can begin to add more slides; as you work, *280 Slides* automatically saves your slideshow. Here, we've added a slide, then when in the main body frame, clicked the button below the **Text** icon to create a bulleted list.

05 Drop in media

The other slide layout is blank, letting you add freeform text boxes and images. To add your own media, click the **Picture** button then click **Upload**. If you're running Leopard, you can even pull pictures in directly from *iPhoto*.

>> QUICK TIP

280 Slides is still very young, and is a showcase for 280 North's Cappuccino environment. If you spot a missing feature, be sure to email the developers through the Feedback link.

**06 Create presenter notes**

You can add presenter notes to each slide; click the **Notes** button then write your comments in the right-hand pane. They'll appear in exported presentations, and are a great way of keeping slides focused and clean.

07 Export your presentation

Once you're finished creating and tweaking your presentation, you can't only save it to *280 Slides*' servers, but you can export it in a range of formats and save it to your local hard disk. Lots of formats are supported.

08 Share your presentation

Click the **Share** icon and you can generate a fixed URL that people can view your presentation at, and also paste the little chunk of HTML that's generated for you into your own website, to display it in its own frame. ●

Back up your iPhone

Manage your notes, media and SMS messages using PhoneView

>> KEY INFO



DIFFICULTY

Intermediate



TIME NEEDED

15 minutes

WHAT YOU'LL NEED

PhoneView 2.1.2 or later,
Mac OS X 10.4.11 or later, Apple
iTunes 7.3 or later (FREE,
www.apple.com/itunes),
iPod touch or iPhone

>> ON THE DISC

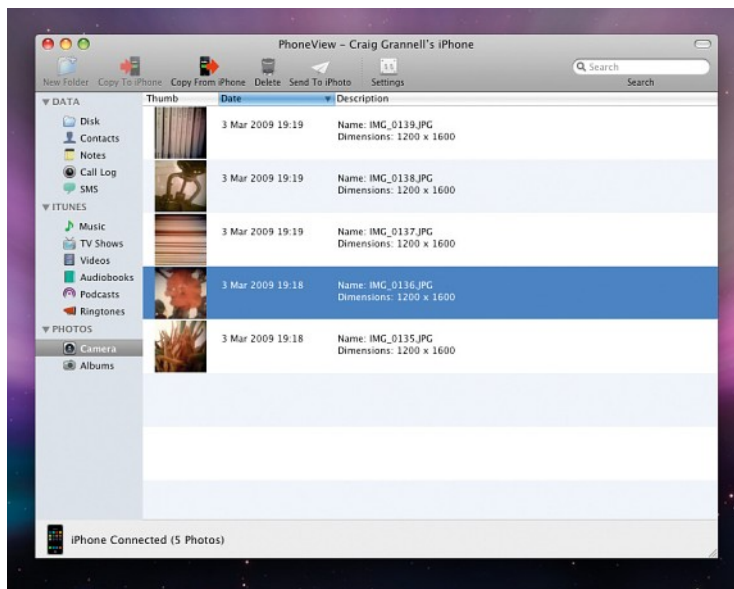
Find PhoneView
2.1.3 software on
this issue's disc

The iPhone's software is impressive and mostly beyond anything offered by the competition. But, like Apple's desktop software, it's not without its limitations. Although many iPhone applications sync with their desktop equivalents, several don't, simply because there isn't an application to sync with. So, while your music and photos are saved in *iTunes* and *iPhoto*, it means your text messages and notes are not, and can't be backed up.

iPhone 3.0

If you've been following Apple's announcements (see Start Up on p6), you'll know that iPhone 3.0 software is on the way in June, which will enable you to back up your notes and text messages, however what do you do until then? *PhoneView*, by *ecamm network* (www.ecamm.com), solves this problem, enabling you to delve into your iPhone and extract important data and files and also adds some important new features, like the ability to use your iPhone, or iPod touch, for file storage.

PhoneView is handy for when things go wrong, like accidentally deleting a note or clearing a text conversation. Now you can ensure valuable messages and data are safe. It's also handy for when applications



The contents of your Photo Roll are accessible via PhoneView, and can be sent to iPhoto.

misbehave – for example, if *iPhoto* refuses to acknowledge that your iPhone's Photo Roll isn't empty, it can grab your photos and send them wherever you want.

PhoneView is also extremely useful when you're working with notes – you can edit notes on your iPhone, tidying up spellings and

instead recommend the program *Air Sharing* for this functionality (see *MacFormat 206* for more details).

Finally, unless you know precisely what you're doing when presented with the innards of an iPhone's file system, we strongly suggest never checking **Show Entire Disk** in the application's preferences. You'll note

Notes are editable in *PhoneView*, and new ones can be added by dragging documents or text to the main window.

"It's handy for when things go wrong, like accidentally deleting a note or clearing a text conversation"

making quick additions without messing around with the iPhone's slightly troublesome virtual keyboard. Even better, you can use the documents that exist already on your Mac as the basis for new notes, without even touching your iPhone.

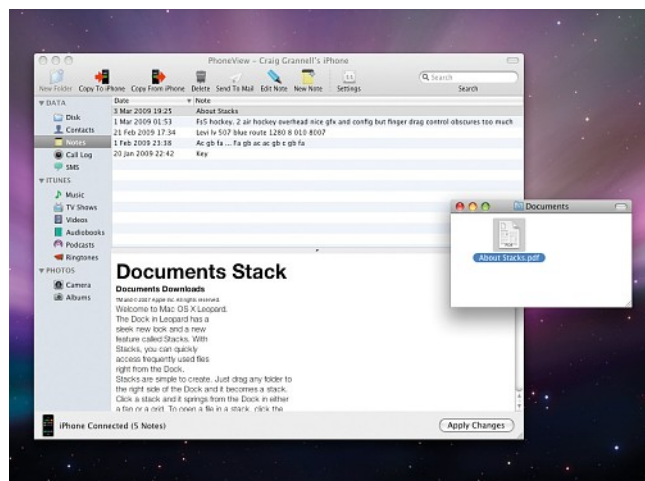
All these things are covered in the tutorial on the next page, but there are a few *PhoneView* features not mentioned there. The most important is **Disk Mode**, which enables you to store whatever files you like on your iPhone. But because *PhoneView* is needed to subsequently access these files, we

that the **Contacts** and **Call Log** categories are also absent from the walkthrough.

Get the full monty

When first launching *PhoneView*, click the toolbar's **Settings** button. In the **Preferences** window, check the top checkbox if you want the application to launch when an iPhone is attached, and select an SMS export format (text, tab delimited or XML). Connect your iPhone to your Mac, and you're ready to begin!

Craig Grannell



» HOW TO / Copy files from your iPhone to your Mac

01 Copy music from your iPhone

If you've synchronised music from a Mac that's died and isn't backed up, *PhoneView* enables you to 'rescue' files. Select **Music** from the sidebar's *iTunes* section to see the tracks on your iPhone. You can sort these by clicking column headers, or play a track by double-clicking it or using the controls at the bottom-right of the window. To copy tracks from your iPhone, select and drag to *Finder* or click **Copy From iPhone** and choose a save location or select and click **Send to iTunes**. Other *iTunes* content can be saved in the same way, after selecting the relevant category from *PhoneView*'s sidebar.

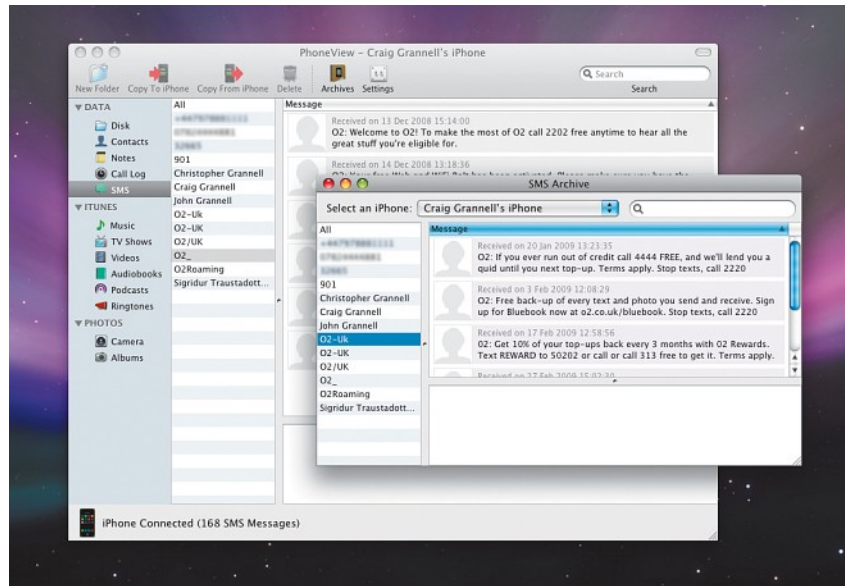
02 Rescue photos from your iPhone

Occasionally, we find *iPhoto* and *Image Capture* wrongly state there are no photos in our iPhone's **Photo Roll**. When this happens, it's usually necessary to delete everything from the **Photo Roll**, trash preferences from *iPhoto* and *Preview*, and restart the Mac and iPhone.

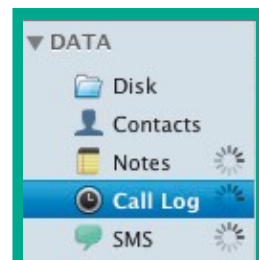
This method means losing the entire **Photo Roll**, unless images are first emailed one at a time. *PhoneView* makes such 'rescues' faster. First, select **Camera** from the Photos section in *PhoneView*'s sidebar. You'll see your **Photo Roll** as a thumbnails list. On making a selection of one photo or more, you've five options. The best is **Send To iPhoto**, which deposits your images in Apple's photo-management application. Alternative toolbar options are **Copy From iPhone**, which provides a **Save** dialog for saving images to your Mac's hard drive, and **Delete**, which, after confirmation, removes the selected images from your iPhone. You can also double-click a selection to open it in *Preview*, or drag photos to *Finder*.

03 Manage SMS messages

Click **SMS** in the **Data** section of *PhoneView*'s sidebar to access your SMS messages. SMS messages can be saved in various ways; select one or more and drag to *Finder*, which creates a file called **SMS Data** with your messages in, or drag to an open text editor window. Or, copy a selection via **⌘ + C** and paste into a document in another application. You can also click **Copy From iPhone**



PhoneView displays SMS messages currently on your iPhone, and lets you view deleted messages.



» QUICK TIP

When you first open up *PhoneView* and connect your iPhone, you might think the application has crashed or hung. However, be patient: although it almost instantly accesses music and photos, it takes a while to grab elements from the **Data** category.

to send data to your hard drive via a standard **Save** dialog, or click **Delete** to delete a selection. If you delete messages, reboot your iPhone to see the changes.

04 Access deleted SMS messages

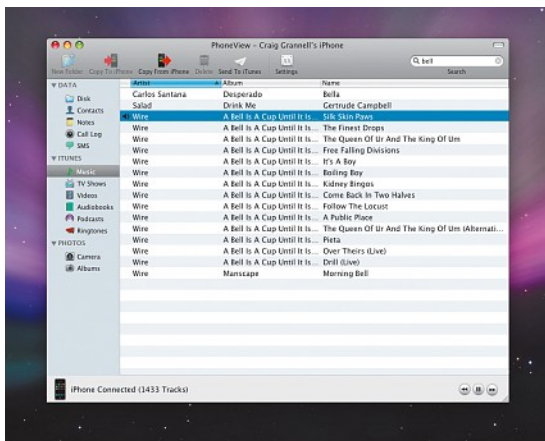
If you accidentally delete an SMS message from your iPhone, launch *PhoneView* and go to **File > Archives > View SMS Archives**. The archive window provides access to backups of messages sent and received since you started using *PhoneView*. These can be searched using the **Search** field, and saved via copying a selection to the clipboard or dragging it to *Finder*.

05 Save and edit notes

Although the iPhone's virtual keyboard works well, it's a far cry from a Mac keyboard. Because of this, entries made into **Notes** are often abbreviated. Also, while you can email notes individually, there's no way of exporting several at once. In *PhoneView*, click **Notes** in the sidebar and double-click a note you'd like to edit. In the subsequent sheet, make your changes and click **Save**. To copy one note or more, make a selection and use the commands mentioned in step 3, or an additional one for notes, **Send To Mail**, which transfers a selection to *Mail*.

06 Create new notes

Instead of creating new notes on your iPhone, use your Mac. To create a note from inside *PhoneView*, click **New Note** in the toolbar. Type your note within the sheet and click **Save** when you're done. If you've already got content on your Mac, drag content from another text editor to *PhoneView* and a new note will be created. Or, drag a PDF, RTF, TXT or DOC and *PhoneView* will attempt to turn the text content into a note. Once you're done, click **Apply Changes** and your iPhone will restart. ●



If your Mac crashes and isn't backed up, PhoneView enables you to play, copy and search music on your iPhone.

Fix wobbly widgets

Trevor Middleton's OS X survival guide



>>>PROFILE

Name: Trevor Middleton

Occupation: Freelance consultant, trainer and radio presenter

System(s): 24-inch iMac (2.4GHz), MacBook (2.16GHz), Power Macintosh G4 tower (1GHz, FireWire 800)

So, who still uses *Dashboard*? Just wondered. If you use the *Unit Converter* widget supplied with Mac OS X, and you've updated to Mac OS 10.5.6, you might have noticed a bit of a hiccup. Instead of giving an accurate US dollar/pound sterling conversion, entering a value into the dollar field in the updated widget generates a seemingly random value for the British pound. The reason for this gives me a chance to show you how widgets are constructed. If you have Mac OS X 10.5.6 and you're feeling frustrated by your widgets' behaviour, I'll also be showing you how to set things straight.

The bare bones

We've often seen before how Mac OS X-related items are packed together in a folder, then given a new designation to mask their origin: .app files, for instance, or the .pkg files that are used by Mac OS X's installer application. Widgets are another occurrence of this.

If you've installed any third-party widgets, your Mac will have two

widgets folders: one in the /Library folder where the widgets installed with Mac OS X are stored, and another in the ~/Library folder where your downloaded widgets live. (If you didn't already know, the ~ symbol denotes that whatever follows is in your Home folder). *Unit Converter*, being a system widget, is located in the /Library folder.

Make a copy of *Unit Converter*, by holding ⌘ and dragging it onto the Desktop or copy and paste it.

"If you have Mac OS 10.5.6 and you're frustrated by your widgets' behaviour, I'll show you how to set things straight"

Next, crack it open: ⌘ -click it (right-click it if you have a two-button mouse), and choose **Show Package Contents** from the contextual menu. Ignore the .lproj folders containing localisation files, and you can see that at the heart of this widget – and indeed all widgets in general – is a web application: open the file *UnitConverter.html* in a browser and you'll see what I mean.

There are two other files with the prefix *UnitConverter*: *UnitConverter.css* – the Cascading Style Sheet that governs the widget's appearance – and *UnitConverter.js*, which is the JavaScript file that enables the pop-up menus and populates them with data, I'll come on to the .js file in a minute; in the meantime, try opening up the .css file in a text editor such as *TextEdit* or *TextWrangler* (freeware, from www.barebones.com/products/textwrangler).

If you've never seen a stylesheet before, it's a list of design elements – selectors – and the properties that are to be applied to them.

Close *UnitConverter.css* without saving any changes, as I'll now move on to the JavaScript file.

Behind the scenes

Open up *UnitConverter.js* in your text editor to see the mechanics that lay behind interactive sites, in this case the JavaScript governing the pop-ups in *Unit Converter*.

The problem with the default Mac OS X 10.5.6 version of *Unit Converter* is that the currency menus are out of alignment. Fortunately, this is easily fixed with the ⌘ key.

Look for the line:

```
if (a.iso == "USD") return -1
```

and delete it. Then, from the beginning of the following line, delete the single word

```
else
```

Save your changes, quit your text editor, and close the window. Now, double-click your corrected widget, which will: 1) add it to your ~/Library folder, and 2) open it in *Dashboard*. Choose to keep it in *Dashboard*, and remember to remove the old version – which will still be present – and you're good to go. ●

Dodgy widgets can seriously affect your wealth: fortunately, this financial crisis is simple to put right.



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01322 640100

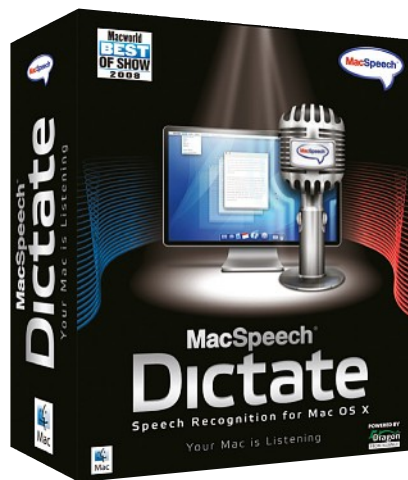
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Right out of the box, MacSpeech Dictate will astonish you with its accuracy. You simply talk and leave the recognition to MacSpeech Dictate.

Built Especially For The Mac

Mac users expect only the best from the applications they use on their Macs. MacSpeech Dictate was built from the ground up to ensure the ultimate experience on Mac OS X.

* Plantronics DSP-400 headset included (Note: actual colour & design may vary)



Minimal Training Required

MacSpeech Dictate provides astounding accuracy and productivity. With just minutes of training, you'll be using MacSpeech Dictate's superior capabilities.

Essential Command Capabilities

Instead of using your mouse to select menu commands or your keyboard to type shortcuts, just speak a command. MacSpeech Dictate executes it for you. What could be easier?

Works With The Apps You Already Have

Microsoft Word, Adobe Photoshop, QuarkXPress, and more. And MacSpeech Dictate works great with Apple's applications as well, including iChat, Mail, iPhoto, and Keynote, among others.

Even Greater Recognition

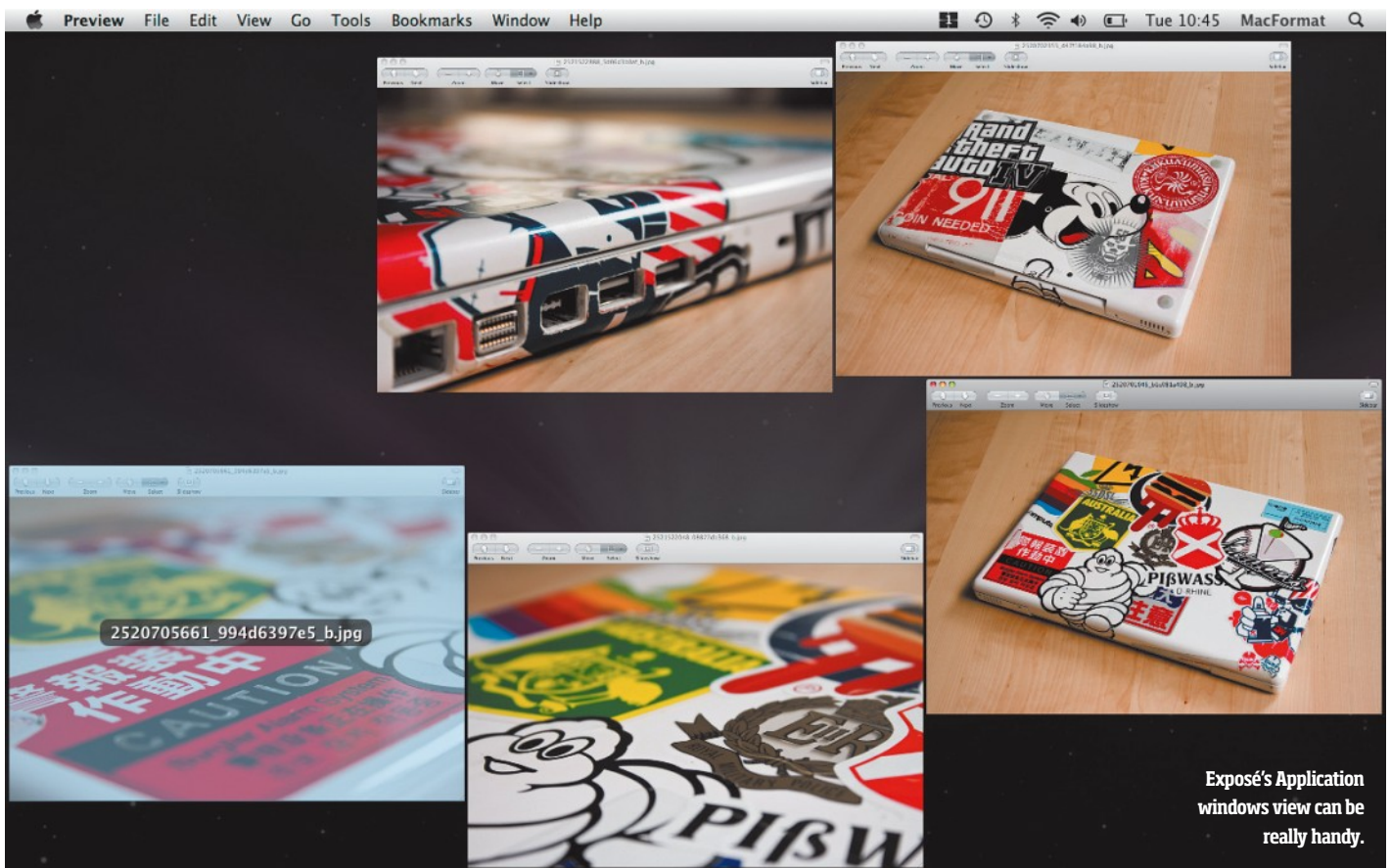
MacSpeech Dictate boasts robust Phrase Training capabilities allowing it to learn as it goes based on your voice input. That means even greater accuracy that more fully integrates into your Macintosh experience.

System Requirements

Intel-based Mac. Mac OS X 10.5.2 or greater ("Leopard") or Mac OS X 10.4.11 ("Tiger"). Internet connection required for product registration.

Visit www.softlineuk.com for more product information

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Exposé's Application windows view can be really handy.

Tame your windows

Learn the Exposé and Spaces shortcuts, and watch your productivity rocket!

»» KEY INFO

DIFFICULTY:
Beginner

TIME NEEDED:
30 minutes

WHAT YOU'LL NEED:
A Mac running Mac OS X 10.3 or later; we'll use 10.5, so your experience may be slightly different on an older system. OS X 10.5 is required for Spaces.

No matter what size the screen is that's attached to your Mac, it's never quite big enough. That should come as no surprise; even the biggest screens are around 30-inches across, and that's a tiny fraction of the physical space you occupy. Contrast how frustrating it can be trying to shuffle and organise papers on your actual desk – much bigger than your Mac's Desktop – and you begin to get an idea of why trying to juggle dozens of documents and other windows on a screen perhaps 13 inches across can quickly become annoying.

Apple, though, has built a few technologies right into the operating system designed to help you spend more time working or playing, and less time poking windows around to

see the stuff you want. In this tutorial, we're going to focus on two tools, called Exposé and Spaces, but we just have time to mention a couple of other tricks before we get started.

Remember, for example, that entire applications – and their windows, of course – can be hidden, either by going into the application menu (the bolded-up first entry on the menu bar, such as Safari) and picking Hide, or pressing **⌘+H**.

"Apple has built a few technologies into the OS to help you spend more time working"

You can hide all other applications to let you focus on a single task from the same menu; the keyboard shortcut is usually **⌘+⇧+H**.

Finally, make good use of the Application Switcher, which can really save you time when switching between programs. Hold down the **⌘** key and tap **⇧**; this brings up a list of open applications, and you can simply tab to the one you want – release the **⌘** key when the app you want is highlighted. (You can even tap **H** or **Q** when an app is highlighted in the switcher to hide or quit it, respectively.)

So with those extra little tips covered, let's get into the meat of this tutorial, on how to use Exposé and Spaces to manage your windows as efficiently as you can.

Christopher Phin

» HOW TO / Spend less time searching for files or apps



01 Show all windows

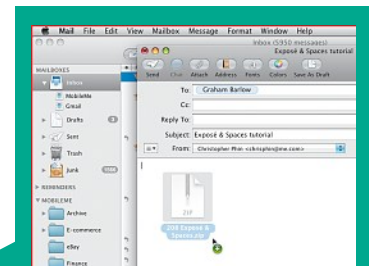
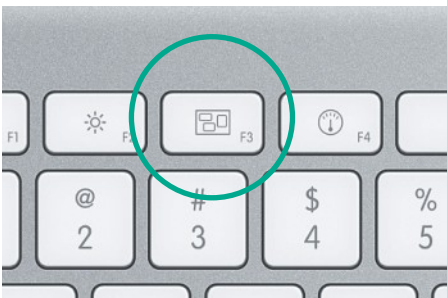
One of the most useful Exposé commands is the one to show all windows from all visible apps. Unless you have changed Mac OS X's settings, activate this by tapping **F9**; see step 4 if you have a keyboard with a dedicated Exposé button. To pick a window, just click on it.

02 Application windows

If you're working in an application and have lots of windows open for it – in our example, we have four images open in *Preview* – then you can tap the **F10** key to show you only those documents; other apps remain greyed out in the background.

03 Show Desktop

F11 pushes all your open windows to the edges of the screen so you can see your Desktop; see our quick tip. Note that with all these you can tap the function key once to activate Exposé, then again to dismiss it; or tap-and-hold to activate, then release to dismiss.



» QUICK TIP

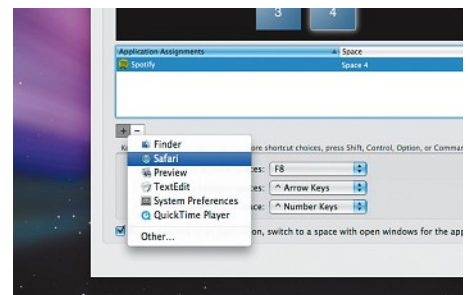
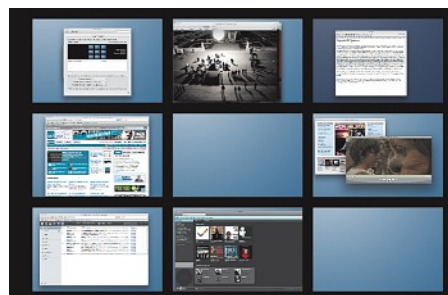
If you're writing an email and want to drop in a photo that's on your Desktop, tap **F11** to push your windows to the edges of your screen, click and hold on the photo, tap **F11** to bring the windows back, and drop the photo onto your email.

04 On newer keyboards

The slim aluminium models, or those found on newer MacBook and MacBook Pros – have an Exposé symbol on **F3** that by default activates the **Show all windows** command. **ctrl** + **F3** shows application windows, and **cmd** + **F3** shows you the Desktop,

05 Hot corners

You can activate Exposé with your mouse, either by tying actions to particular buttons or by moving your mouse to a corner of the screen. Define behaviours in *System Preferences*; you have to be holding a modifier before Exposé's hot corners will trigger.



06 Enable Spaces

Spaces creates more virtual Desktop for you. You can add extra screens to your Mac and flip between them, useful for creating dedicated screens for work, web browsing, and media playback, say. Enable Spaces from the **Exposé & Spaces** pane in *System Preferences*.

07 Configure and switch

By default, a 2x2 grid of screens is created, but you can add rows and columns to create more. Activate Spaces by pressing **F8**, then drag windows between spaces or clicking on one to make it full screen. Note the editable keyboard shortcuts for switching more directly.

08 Assign apps to spaces

If, say, you're a web developer, you could tell your Mac to open *Coda* and *Dreamweaver* in space one, your testing browsers in space two, *Mail* in three and *iTunes* in four. That way, your tasks are compartmentalised automatically as soon as your apps launch. ●

Use Fast User Switching

Here's how to quickly switch between user accounts without logging out

>> KEY INFO

DIFFICULTY:
Beginner

TIME NEEDED:
5 minutes

WHAT YOU'LL NEED:
Mac OS X 10.3 or later

Switching between user accounts isn't a particularly laborious task, but Leopard's Fast User Switching function makes it even easier. Just press $\text{⌘} + \text{⌘} + \text{Q}$, or access the Log Out [Current User] option in the ⌘ menu, and you're presented with a list of user accounts. Click on the one you want, and log in. However, using this

method only allows one active user account at any one time. Before the next user can log in, the current one

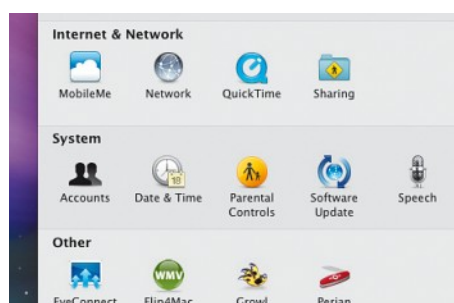
"Switch between user accounts without logging off or shutting apps"

must log out, closing down all active applications and processes. Luckily, there's a better way...

Using OS X's Fast User Switching option, you can switch between accounts without logging off or shutting down applications. It's great if you need to share your Mac for brief periods of time.

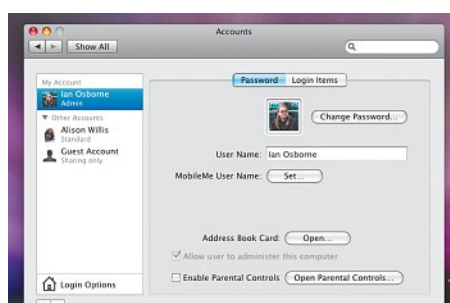
Ian Osborne

>> HOW TO / Switch between user accounts the easy way...



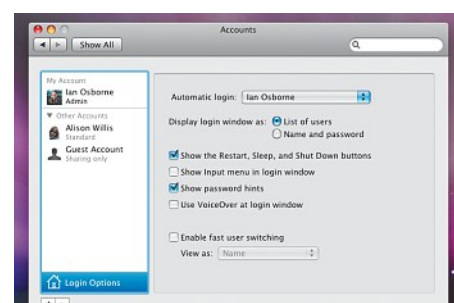
01 Accounts pane

Log in using an administrator account, as standard users cannot make the changes. Open the System Preferences window (under the ⌘ menu or from the Dock icon), and click on the Accounts pane in the System section to open the Accounts window.



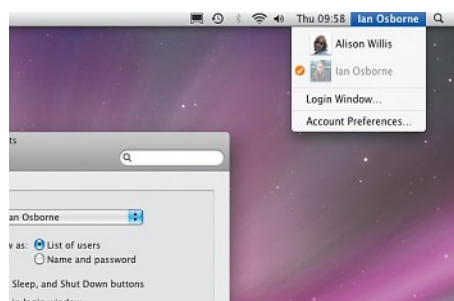
02 The Accounts window

You should now see all available user accounts listed in the left-hand panel. Click the padlock and type in your administrator's password, so that you can make your changes. Access the Login Options, at the foot of the Accounts panel on the left.



03 Start Fast User Switching

When presented with the Login Options, you'll see an Enable Fast User Switching checkbox. Click on it and you get a warning window explaining that you should only enable this feature if you trust the other users. Click OK.



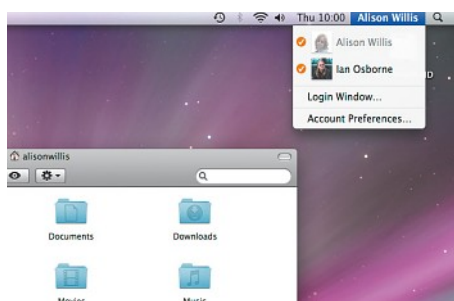
04 The Users menu

With Enable Fast User Switching checked, the currently active account name appears in the menu bar. Click on it and you're presented with a pull-down menu listing all accounts on that Mac. You can also access the Login window and Account preferences here.



05 Logging in another user

Switch between users using the pull-down menu described in the last step. Click on the name of the currently active user and select the account you wish to log into. You're presented with that user's login window. Here we're logging in a second user, Alison Willis.



06 Switching between users

After typing the next user's password (if applicable), that person is now logged in, but the previous user is not logged out, and their open applications are still running in the background. Switch between users as shown in step 4, using passwords if necessary. ●

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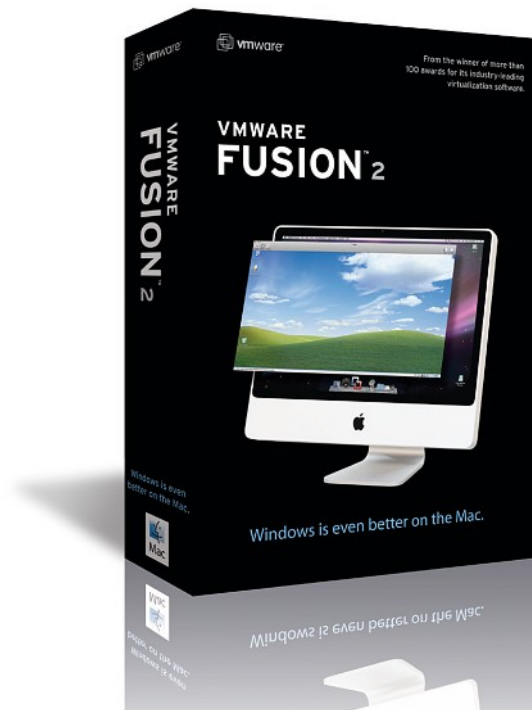
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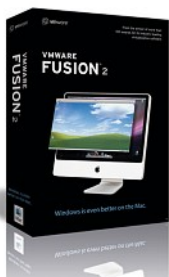


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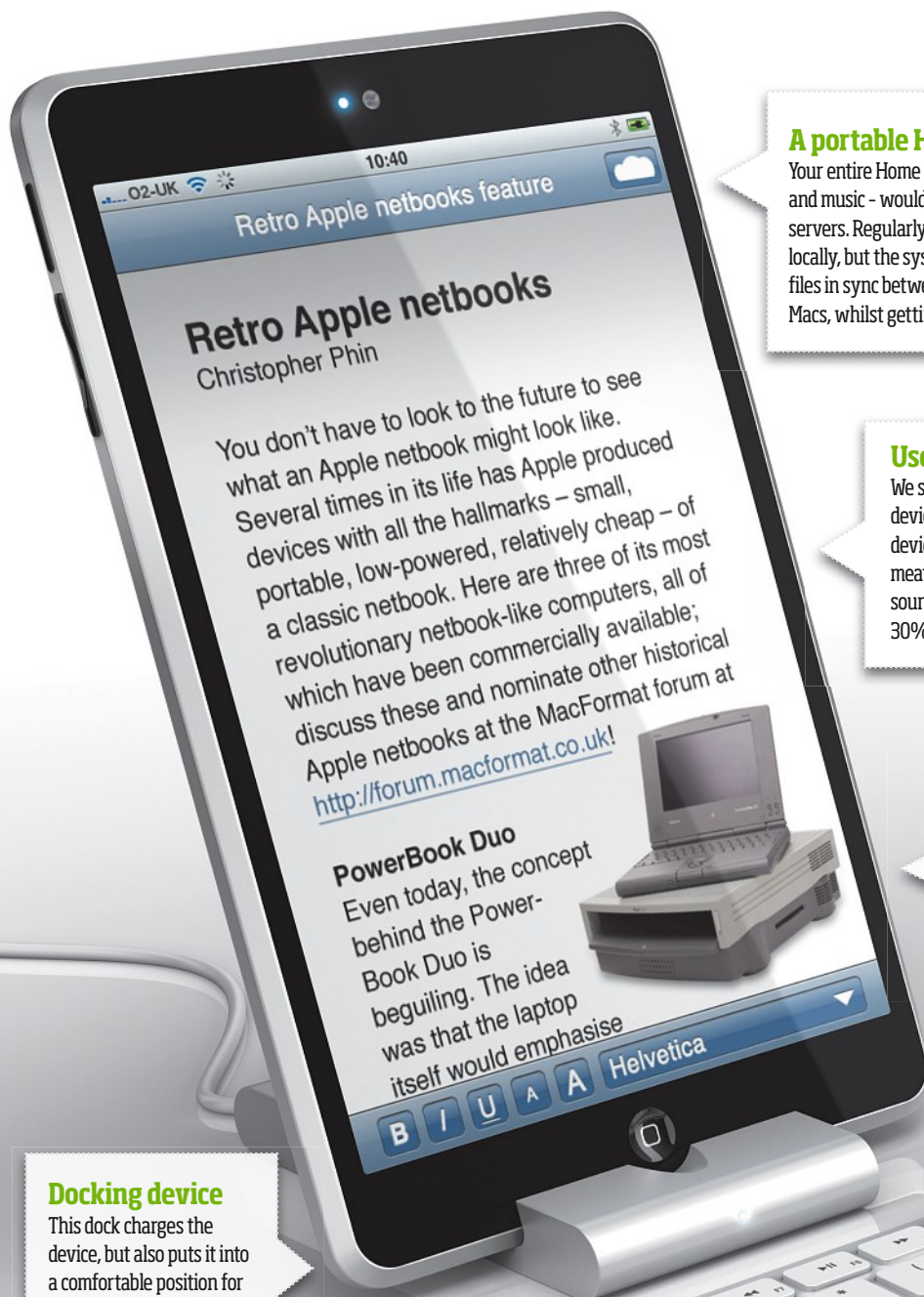
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A portable Home directory

Your entire Home folder – all docs, photos, movies and music – would live 'in the cloud' on Apple's servers. Regularly used files would be cached locally, but the system would enable you to keep files in sync between the tablet and your desktop Macs, whilst getting away with a smaller SSD.

Uses the iPhone OS

We see Apple using the iPhone OS with smaller devices like this. Not only is it better suited to devices that are physically small and don't have meaty processors and oodles of RAM, but it makes sound commercial sense for Apple, which takes a 30% cut of software sold through the App Store.

No optical drive

Like the MacBook Air and iPhone, this design eschews a DVD drive. If you want one (and there's the software available to take advantage of it) plug an external drive into the dock, or use a MacBook Air-like Remote Disc system.

Docking device

This dock charges the device, but also puts it into a comfortable position for heavier usage. With USB and FireWire ports, you can hook up peripherals, and there's a Mini DisplayPort so you can connect it to an extra monitor; then, of course, the tablet's own display could be dedicated to email, music and more.

Optional keyboard

Of course, it would use an iPhone-like soft keyboard that can pop up on-screen whenever you need it, but for extended periods of typing, you could use an external keyboard. It could connect over Bluetooth, or, since there's support for external hardware devices in iPhone OS 3.0, plug into the base.

The Apple NetBook*

*(that we wish actually existed)

Two years ago, nobody had heard of a 'netbook'; these days, much of the technology industry talks of little else.

Christopher Phin investigates

The world and his dog, it would seem, want Apple to make a netbook. Even that part of the world that has no idea what a netbook is wants Apple to make one. But this is Apple we're talking about, and if it decides to make something that fits into the same market that the PC industry has been addressing with netbooks, you can bet it will be something special. Here's our best guess at what it might be.

Integrated 3G broadband

With a mobile device you need a way to always get to your files, so, like the iPhone 3G, our ideal Apple tablet would have integrated 3G connectivity - proper 7.2Mb/sec HSPA - to keep you connected to Apple's servers at all times.

Bluetooth headphones

iPhone OS 3.0 supports the stereo Bluetooth audio profile - A2DP - and as the monaural headset has apparently been discontinued, we see a stereo Bluetooth headset with microphone for VoIP, video conferencing and audio playback control.

Existing netbooks

Over the years, Apple has made several devices with all the hallmarks of a classic netbook. Here are three of its most revolutionary efforts...



eMate, 1997

Originally designed as a machine for the education market, for many the eMate is the quintessential Apple netbook. It's light, has a rich and friendly operating system, and, even more than a decade on from its introduction, it looks stunning with its translucent green plastic case.

The eMate was effectively a Newton MessagePad with a keyboard and a carry-handle, but that's no bad thing. While the Newton's handwriting-recognition system was pretty sophisticated (if you took the time to train it properly), entering text with a traditional QWERTY keyboard is certainly faster. The keyboard was criticised for being too small - designed as it was for

schoolchildren's tiny fingers - but it's no smaller than the keyboards of many modern-day netbooks.

The Newton operating system is superb as well; though it was occasionally sluggish on the 25MHz processor, it was nimble and easy to use, and you could add third-party apps.

It was partially web-connected, too, with an optional battery-powered modem to let you send and receive emails; modern hackers have even managed to install and use a PCMCIA WiFi card to make the eMate wireless!

Small keyboard

Although designed for children's small hands, the eMate's keyboard is usable.

iPhone, 2007

There's a reason why we think that an Apple netbook would look like an oversized iPhone, and it's because the iPhone already is a fantastic netbook-like device. It's small - far more so than even the tiniest 9-inch display laptop-type netbooks - and, thanks to its pervasive connection to the internet using its built-in, unlimited-data-transfer 3G SIM card, it's more a netbook than many of the current crop, which rely instead on WiFi and hotspots for their connection to the web.

Its ability to pick from tens of thousands of third-party applications, all of which have the

ability to transfer the iPhone into a completely different device, make it incredibly flexible, and the team here at MacFormat can vouch for how well the iPhone can fulfil the duties of a full-sized laptop while you're, say, waiting for your Mac to be repaired.

You get rich access to almost every site on the web (although, of course, *Flash* content remains unsupported) and it has an email app that lacks only the ability to search your inbox, making it a workable alternative to a desktop computer. However, note that the search ability is coming in the next version of the iPhone OS.

iPhone 3G

It does email and internet, is low powered, and is free on a mobile phone contract; it's a netbook, isn't it?

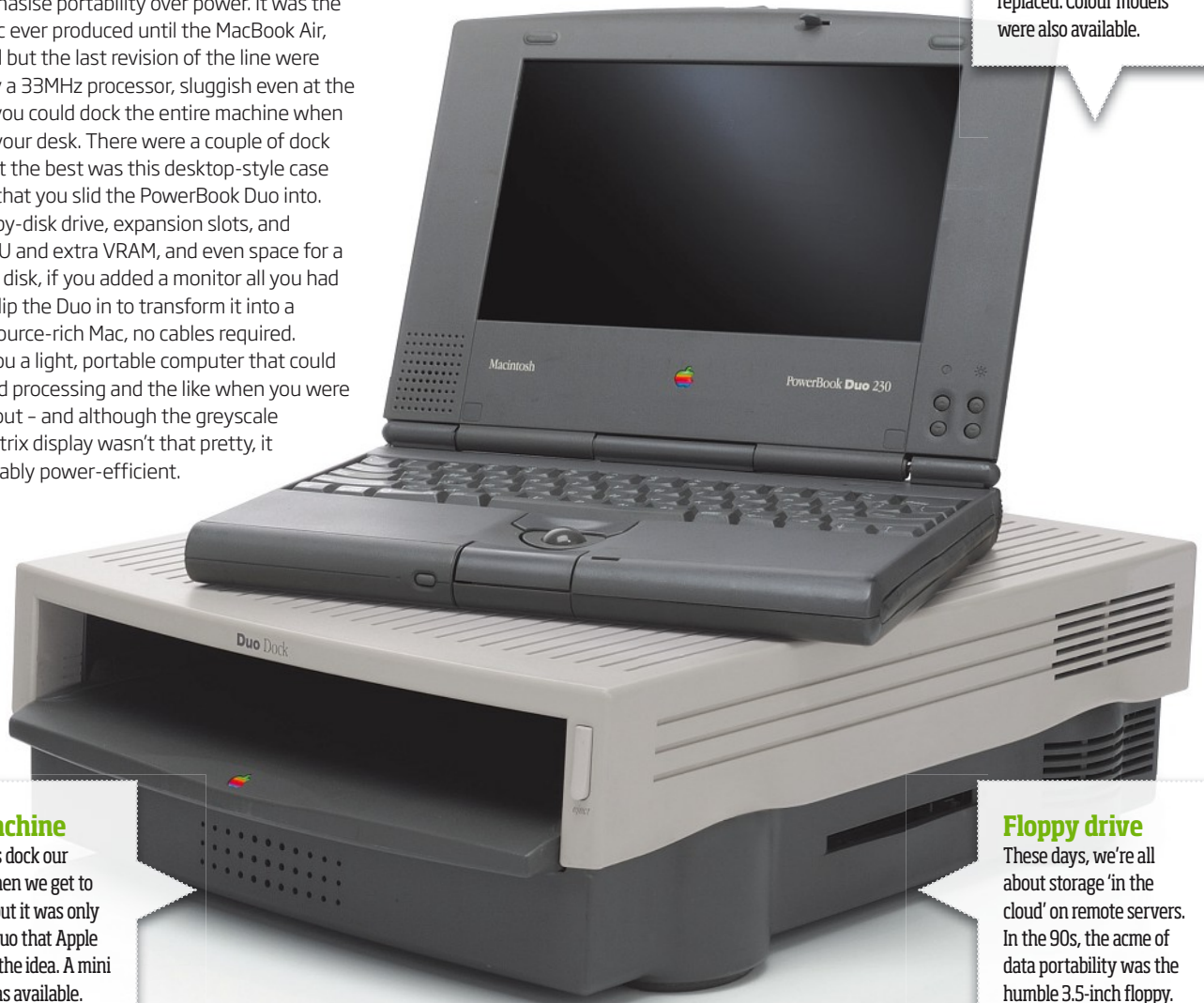
PowerBook Duo, 1982

Even today, the concept behind the PowerBook Duo is beguiling. The idea was that the laptop itself would emphasise portability over power. It was the lightest Mac ever produced until the MacBook Air, although all but the last revision of the line were powered by a 33MHz processor, sluggish even at the time – but you could dock the entire machine when you got to your desk. There were a couple of dock designs, but the best was this desktop-style case with a slot that you slid the PowerBook Duo into. With a floppy-disk drive, expansion slots, and optional FPU and extra VRAM, and even space for a bigger hard disk, if you added a monitor all you had to do was slip the Duo in to transform it into a decent, resource-rich Mac, no cables required.

It gave you a light, portable computer that could handle word processing and the like when you were out and about – and although the greyscale passive-matrix display wasn't that pretty, it was reasonably power-efficient.

Screen idle

The original Duo had a disappointing passive matrix LCD, but it was soon replaced. Colour models were also available.



Slot machine

Many of us dock our laptops when we get to the desk, but it was only with the Duo that Apple embraced the idea. A mini version was available.

Floppy drive

These days, we're all about storage 'in the cloud' on remote servers. In the 90s, the acme of data portability was the humble 3.5-inch floppy.

>> WHAT'S IN A NAME? / What makes a netbook a netbook?

There's no fixed definition of what makes a computer a netbook. In general, it's safe to think of netbooks as being small – usually built around a 9- or 10-inch screen, with a consequently smaller keyboard – relatively low-powered, and cheap. The 'net' in the name is usually understood to suggest that these devices are designed to be used for light internet-based tasks such as web browsing and email, and they often have small hard disks or SSDs (Solid State Drives), putting the emphasis on online storage such as through Google Docs, Vimeo and Flickr.

They usually avoid the resource-hungry Windows Vista, opting instead either for a build of Linux – Ubuntu is a popular choice here, and we can recommend it – or

Windows XP; although XP is now discontinued on the desktop, Microsoft has extended its life for low-powered devices (ULPCs, or ultra-low-cost PCs) such as netbooks that don't exceed certain processor, RAM and storage specifications that it has set.

Ironically, even though there's a strong emphasis on being connected to the internet, few have 3G modems built in. While mobile phone companies now offer free laptops when you sign up for a contract for mobile broadband – and it tends to be a netbook you get these days – the mobile broadband itself is provided courtesy of a USB dongle that you have to have sticking out of the side of the laptop; the Dell Inspiron Mini 9 is an exception.

And while it's quite likely that Apple would adhere to much of this basic framework for any netbooks it were to design, there's one important ingredient in the mix that it's unlikely to add: a small price tag. Apple has demonstrated several times that it's not interested in compromising on quality to make something cheap; as Apple CEO Steve Jobs has said, "we don't know how to make a \$500 computer that's not a piece of junk, and our DNA will not let us ship that."

Then again, Sony has decided there's a market for small notebooks that don't compete with full-sized models – netbooks in all but name – and yet are priced as premium products; a model in its Vaio P series costs around £850.

The netbook market

Where did this new flavour of notebook come from? Where's it going?



>> DID YOU KNOW THIS?

Reports have surfaced saying that folks are returning netbooks running Linux far more often than those running the Windows XP operating system.

The first modern netbook – in the sense that we would understand today – is usually accepted as being ASUS's Eee PC. With its tiny 7-inch screen, miniscule SSD and 900MHz Celeron-M processor, many regarded it as a novelty, a mere toy. ASUS had loftier ambitions, at least according to its marketing department; the idea was to create a computer so cheap that almost anyone could buy it.

Instead, the Eee PC seemed to find a market that nobody had thought of before. People were buying them as computers for their kids, as low-powered alternatives to traditional laptops that did everything many people required, at a fraction of the cost. They were even secondary, throw-in-the-bag machines for folks who already owned machines but didn't want to risk damage to them.

Other manufacturers began making devices to address this new market, and now almost every major manufacturer has a netbook in its line-up; MSI's Wind, Samsung's NC10, Acer's Aspire One and the later revisions of ASUS's Eee PC have proved to be extremely popular.

Too popular, some would say. Although hard cross-manufacturer data is difficult to come by, there's no doubt that, anecdotally at least, netbooks are cannibalising sales of traditional laptops. With processor performances having made such incalculable leaps in recent years – Intel's

excellent, energy-efficient 1.6GHz Atom processor powers many of the current netbook crop – many are finding that they can manage well without the fastest, most advanced chips on the market. You'd be ill-advised to tackle video editing on a netbook, but email, web, word processing and even photo editing will run just fine.

Of course, the original target audience for such devices – both the education sector as well as so-called emerging markets such as Brazil, India and South Africa – are still in the companies' sights. In both cases, the business model is skewed towards the devices being bought not by, but on

behalf of the end users, with either education authorities or governments bulk-buying, and then passing them on to pupils and citizens, in an effort to bolster computer-literacy.

Although we've been using 'netbook' as a generic term for a certain class of computers

throughout this feature, there's one company, Psion, that would rather we didn't. It owns the trademark 'netBook', the name given to one of its high-end PDAs released in 1999, but while you might think this gave it the right to ban other companies using the term, especially those marketing and selling computers as 'netbooks', the legal case looks less clear-cut. With analysts suggesting the name is probably generic, and no less a company than Intel lobbying to cancel the trademark, it looks like Psion may not be able to stop its widespread adoption. ●

"With its 7-inch screen and 900MHz Celeron-M processor, many regarded it as a novelty, a mere toy"

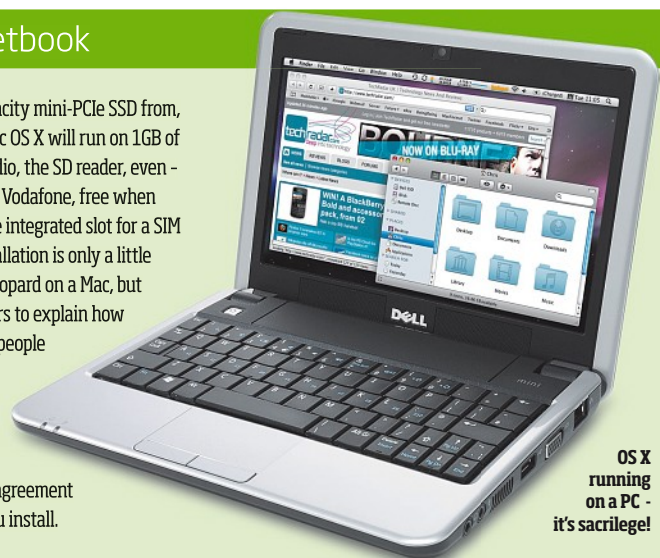
>> MAC HACKING / Some already own a 'Mac' netbook

Let's start by saying that installing Mac OS X on anything other than a Mac made by Apple is illegal. The licence agreement for the operating system on which you might have blindly clicked Accept states: "You agree not to install, use or run the Apple Software on any non-Apple-labeled computer, or to enable others to do so". Slapping one of those white Apple stickers that you get in the box onto a Lenovo IdeaPad S10 is unlikely to absolve you.

But still, it's possible. Given that Mac hardware uses PC components, it takes very little to make the OS play nice on non-Apple hardware. There's even a community of users trying to get an as-yet-non-existent Apple netbook working (check out <http://tinyurl.com/4z3d9g>).

Take the Dell Inspiron Mini 9. You'd struggle to install OS X on the 4GB or 8GB SSDs of the entry-level models, but

you could swap it for a larger capacity mini-PCIe SSD from, say, www.crucial.com/uk, and Mac OS X will run on 1GB of RAM. Everything works; WiFi, audio, the SD reader, even – if you were to get the model from Vodafone, free when you sign up to a mobile tariff – the integrated slot for a SIM for always-on 3G broadband. Installation is only a little more complicated than putting Leopard on a Mac, but we're too scared of Apple's lawyers to explain how to do it here. That hasn't stopped people from doing it of course, using the PCs mentioned in BoingBoing's table (<http://tinyurl.com/4z3d9g>). Remember, it's illegal: it contravenes the licence agreement that you have to accept before you install.



OS X running on a PC – it's sacrilege!

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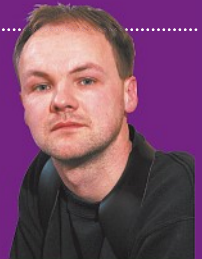
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Q&A

● HINTS & TIPS ● TROUBLESHOOTING ● EXPERT ADVICE ● ESSENTIAL INFO

>> MEET THE Q & A EXPERT

Whatever your Mac-related problem, from misbehaving MacBooks to wobbly wireless, Luis Villazon can help.



>> ASK LUIS A QUESTION

Got a problem with your Mac? Why not send your query to Luis at mfhelpline@futurenet.com and see if he can help solve it.

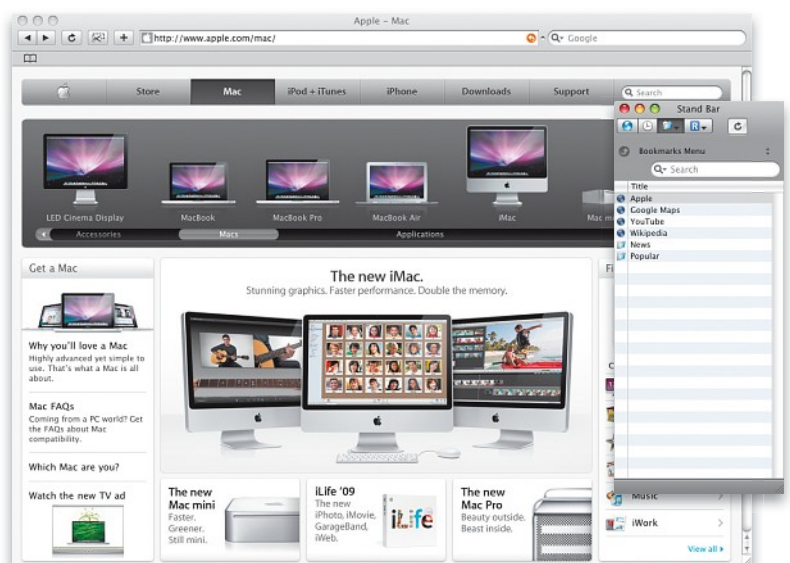
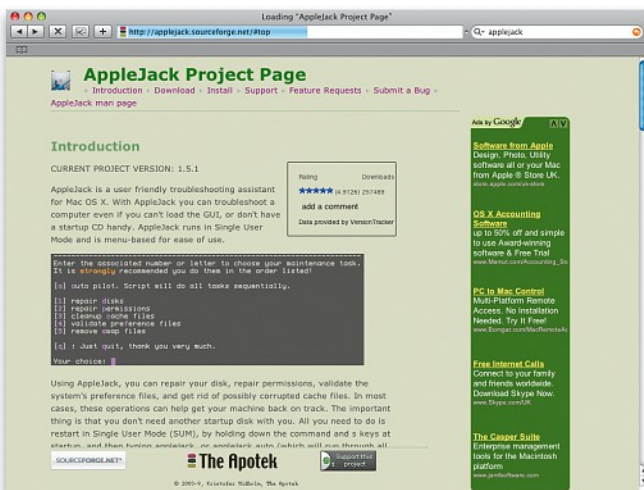
"Combo patches won't mount on my iMac!"

Q I recently bought an iMac running Mac OS X 10.5.2. In *Software Update* I have the 10.5.6 combo but when I try and install it, it says **failure to mount**. 10.5.4 says the same. Am I doing something wrong and is there a way to work around this?

Nick Calvert

A Two separate disk images not mounting rules out a corrupted file, so we can move straight on to corrupted caches. Try deleting `/System/Library/Extensions.kextcache` and `/System/Library/com.apple.kernelcaches` and rebooting. Or you can just boot in **Safe Mode** by holding down **Shift** while restarting. This will delete the cache files as well as only loading a minimal driver set. If that doesn't work, I'd start to suspect disk permissions.

AppleJack doesn't have a pretty face because it needs to run even when you can't load the Desktop.



A floating window is not as convenient as a built-in sidebar but it's better than nothing.

If you are lazy and just want the problem fixed without getting to the bottom of what caused it (which describes everyone that doesn't make a living from this sort of misery), you might want to try *AppleJack* (<http://applejack.sourceforge.net/>), which you can find on this month's disc. This is a nifty little disk-repairing Swiss army knife that runs in single-user mode from the command line, so you can run it even if the GUI won't start.

"Firefox crashes when printing web pages"

Q I'm having terrible trouble printing from Firefox. It will only print one page, no matter how many I ask it to print. If I try to print again, it either won't let me or Firefox crashes completely. I have tried both of the drivers that are

available from the Canon website. Of course, I might be tempted to use *Safari* as this doesn't have the same problem but I can't get it to display bookmarks down the side of the page.

Geoff Hulks

A Firefox is notoriously bad at printing web pages that span more than one page. This is partly to do with the design of the web page; when the `iFrame` tag is used to embed one page in another, it doesn't get paginated by Firefox because it is deemed to be separate from the main flow of the document and so it gets clipped after the first page. The same thing used to happen where CSS content had been aligned on the screen with the `position: absolute` attribute but this was fixed in Firefox 3. The `iFrame` bug and another one that also interferes with pagination



The iMac and the MacBook have essentially the same screen technology.

are still in the current version though. You could, of course, open web pages in *Safari* whenever you needed to print, but that's pretty cumbersome and you'd have to really love *Firefox* to be bothered switching back each time.

Wanting your bookmarks in a sidebar isn't reason enough to shun *Safari* though, because *SafariStand* (<http://hetima.com/safari/stand-e.html>) will do something similar for you. Find *SafariStand* on this month's disc.

"Which screen is generally best on a MacBook?"

Q I plan to buy a MacBook but I cannot get anyone to tell me the difference in the displays between LED and TFT. Will the MacBook with the TFT display be the same as my iMac or is the LED display better, clearer or both? I am currently very happy with my 20-inch iMac display.

Also, do memory cards just go on forever or should they be changed on a regular basis?

Mike Clarke, Nine Mile Burn, Scotland

A I imagine you mean LCD (Liquid-Crystal Display), rather than LED (Light Emitting Diode). A display built from LEDs would be seriously low-res, seeing as each LED is about 2mm across. Anyway, TFT stands for Thin-Film Transistor and it's just a manufacturing process for making LCD screens. The point is that the iMac and the MacBook have essentially the same screen technology, so this is no reason to choose one over the other.

Memory cards don't last forever. But then, neither does anything else. Most

cards are guaranteed for 100,000 write-erase cycles so they will probably be obsolete by virtue of much larger cards being available long before they stop working. You are much, *much* more likely to lose the card itself than the data on it.

"Sharing printers between a PC and a MacBook"

Q I recently purchased my first MacBook and I would like to set up a wireless network in my office to connect it to my PC and printer. Would an AirPort Express be compatible? Would I need to install *Bonjour* on my PC? My PC doesn't have WiFi or Bluetooth.

Kimberly Brown

A The AirPort Express is designed as a WiFi base station, the only wired Ethernet port it has is the uplink port to connect it to your broadband router. So you need to run wired Ethernet connections from both the PC and the Express into the broadband router and then connect your printer to the Express with a USB cable. You now have both wired and wireless access to the printer. You don't strictly need *Bonjour for Windows* on the PC, but it makes the configuration a little easier. You can download *Bonjour* from www.apple.com/support/downloads/bonjourforwindows.html provided you're running Windows XP SP2 or later (which obviously includes Vista). When you run the *Bonjour* wizard on the PC, it should find the printer automatically for you, just leaving you to tell it which printer driver to use and you're done.

Monitor mayhem

Bill Gallop



One of the great things about iTunes, and a reason why it is so successful, is that it has made it very easy for people to do the right thing and actually pay for music and video rather than downloading illegally from a P2P network. Unfortunately, things seem to have fallen apart a little with the introduction of the Mini DisplayPort as the only option for connecting an external monitor on many of Apple's new Macs.

Something that Mini DisplayPort includes, which Apple's earlier DVI ports did not (since for DVI it is just an option), is HDCP or High-Bandwidth Digital Content Protection. HDCP in effect stops you recording the computer's monitor output, as this would give you a perfect copy. That all sounds like a good thing for the copyright owners but it is causing havoc for consumers.

If you purchase HD content from iTunes and then attempt to play it to a VGA monitor, projector or plasma screen through a Mini DisplayPort adaptor, all you will get is a message stating: "This movie cannot be played because a display that is not authorised to play protected movies is connected. Try disconnecting any displays that are not HDCP authorized".

"Making it difficult for people to purchase and play HD content will generally encourage them to take alternative routes..."

The Mac doesn't play a standard definition version instead; all it does is display this message. Shortly after the MacBooks with Mini DisplayPort were released, Apple had to ship a QuickTime update as people were getting this message even with standard definition content.

Connecting a DVI monitor to your Mac via a Mini DisplayPort adaptor results in the same message unless the monitor is HDCP compliant - and since it is only an option for DVI then there is a chance that your monitor won't be. If you want to use an HDTV that has an HDMI input then you will need the adaptor and an HDCP-compliant DVI-to-HDMI cable. However, there is a third-party Mini DisplayPort-to-HDMI adaptor in the works.

If you want to ensure you can play HD content and you have a DVI port on your computer then use it. This is all a mess, partly because people had little warning but also because of QuickTime problems. Making it difficult for people to purchase and play high definition content will generally encourage them to take alternative routes that don't earn the copyright owners anything.

Bill Gallop is a Mac Solutions Consultant for Equanet (www.equanet.co.uk). Each month he will share his technical knowledge with you here in the pages of MacFormat magazine.

>> QUICK TIP

If you see a pencil icon with a line through it in the bottom-left of a Finder window, it means you do not have permission to make any changes to the folder with this username. You'll need to use the Get Info pane for that folder to give yourself read/write permission.

"AirPort Extreme won't connect automatically"

Q I recently upgraded to 10.5.2 from Tiger. I use an AirPort Extreme for my wireless internet connection, but ever since the upgrade when I first switch on my MacBook Pro 17-inch, it refuses to connect to the AirPort Extreme. It does not scan for networks to join unless I click the icon in the tool bar, then I have to manually tell it which one to connect to. After this there is no problem until I switch off and then try to reconnect, when I have to go through the same process again.

Anthony Guest

A From your original letter (which I have had to trim rather ruthlessly), I can see that you have tried all the usual reset, reboot and reconfigure things that Apple tech support suggests in these circumstances. Your problem belongs to the troubleshooting category I call "It Used To Work And Now It Doesn't". It seems that functionality you



The File Encryption widget from www.apple.com/downloads can password protect files.

Consider replacing your AirPort Extreme if it fails to connect automatically - but only as a last resort.



previously enjoyed has deserted you after some aspect of your system changed. In your case, your upgrade to OS X 10.5.2. You might think that the next obvious step would be to downgrade back to Tiger but you'd be wrong. If the problem goes away, what then? Are you prepared to stay running Tiger forever? So, whether reverting to Tiger fixes the problem or not, your next action is the same: you need to replace the AirPort Extreme. I'm sure there will be lots of readers who will regard this as recklessly impetuous but they haven't seen what we have seen, which is the rest of your letter. You have literally already tried *everything else*. Replacing the Extreme is all that is left.

"I'm scared of using Apple's Software Update"

Q I have a 22-inch iMac and am perplexed by *Software Update*. The iMac came with OS X 10.5.4 and I had an Epson DX4400 printer. *Software Update* then downloaded 10.5.5 and the printer stopped printing. I bought an SX200, which had to be installed by its own disc but it wouldn't reduce or enlarge copies. I then got a DX4400. This also wouldn't print so I went back to OS X 10.5.4 and the printer worked. Now I don't dare install new updates.

John Collins, Chichester

>> MACFIXIT TIPS / Mail attachments not sending properly

When some users attempt to send attachments to mail recipients, the attachments will either not be received, or not properly attach to the message in the first place.

Apple Discussions poster *sladana* writes: "I have problems with attachments. I cannot drag and drop the file to the message, I can only attach file (photo) if I open iPhoto and then click email, otherwise, I can't even attach files via the Attach icon in a new message, or attach from the menu bar."

For attachments that do not properly attach, sometimes the file will simply appear as greyed out, as if Mail does not

recognise the file type. This has been reported to happen with MobileMe accounts, either when using Mail or when logged into me.com. Affected users have tried rebuilding mailboxes, trashing Mail preference files, and restarting the computer, but these efforts have not fixed the problem.

It is unclear why some files will not attach to messages, but there are several possibilities available for addressing this problem.

Fixes for attachments

By default, Mail sends attachments in embedded form, which allows them to

be viewed directly in the email message by the recipient. However, this can be problematic for some users, so Apple has included an alternative method of attaching files that does not embed them, and instead tacks them on as a classic attachment. To do this, open Mail and in the Edit > Attachments menu select the option to "Always send windows-friendly attachments". While enabling this is usually for ensuring recipients can view attachments, it may allow Mail to load attachments again.

Also you could send compressed versions of the file. Most operating systems come with utilities to manage

files compressed in the ZIP format. In OS X users have the ability to compress files in this format right in Finder, by right-clicking a file and selecting Archive. This will zip the file up, which might allow Mail or the MobileMe webmail applications to properly recognise the file as a sendable attachment. The one problem with doing this is files cannot be embedded, but at least they should be sendable.



» MACFIXIT TIPS / Mac OS X 10.5.6 Software Update glitches

When Leopard was first released, updates would cause the Setup Assistant to open when users restarted. While Apple has addressed this issue in the past few updates, the problem has recurred for some users.

Apple Discussions poster Jim Dysart writes: "I completed the 10.5.6 update through Software Update process. When the computer restarted, it opened Setup Assistant with a blank form."

When this occurs, the behaviour will not hurt the system, but users may have to force quit the Setup Assistant to close. This problem seems to occur because of some permissions glitch, and in many cases has been fixed by starting up in Safe mode and running system and disk checks. When the system boots into Safe mode, several disk and file system maintenance routines are run.

Boot the computer while holding  to get into Safe mode. Then open Disk Utility and run both a permissions fix on the boot drive, as well as verifying the drive. Then reboot the system.

Battery menu not working properly

After updating to Mac OS X 10.5.6, some users noticed that some menu bar options were no longer present. In some instances there have been hardware bugs preventing some menus from displaying, but for others there seems to be some missing options.

Apple Discussions poster lawrenced commented: "After updating to 10.5.6, I noticed that the battery icon menu in my menu bar had changed. Now, it no longer gives me the option of "fast switching" to different energy modes as it did in 10.5.5."

This problem with the battery menu could be a truncated feature in OS X 10.5.6, where Apple has removed it inadvertently. Perhaps it will be added back. Until then, it is recommended that users notify Apple (at the OS X feedback site - www.apple.com/feedback/macosex.html) about this missing feature and request they add it back.

Spotlight not indexing

Some users have had an issue where one or all disks are not indexed for Spotlight searching. This has occurred with past updates and other software installations, and, for some users, with the recent 10.5.6 update.

Some users suggest adding the affected disks to the Privacy list for Spotlight, since this should delete the Spotlight index on the drive. Removing the drive from this list should allow the

computer to remake the index. However, this does not always happen. In order to fix it, users should manually reset the index using Terminal. Open the Terminal application and at the prompt type the following command:

```
sudo mdutil -e -i on
```

With this text entered (and ensuring a space is left after the last character) drag the mounted disk that will not index over to the Terminal window, and the command should complete with the file path of the disk, as such:

```
sudo mdutil -e -i on /Volumes/  
diskname/
```

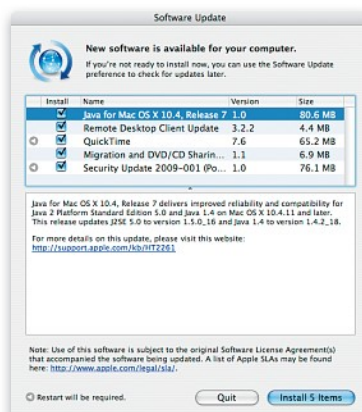
Press , tap in the Administrator password, and the index is rebuilt.



A Software updates are unquestionably A Good Thing and should not be feared. It is my experience that the gently increasing version number correlates with an upward trend in the wonderfulness of your life. This is not to say that there won't occasionally be a driver that is broken by an update but where this does happen, the culprit is the driver and not OS X. Also, the fact that you need to install a software driver from the manufacturer disc is not unusual and it doesn't suggest anything is wrong with your device or OS X.

Your first recourse should be to look for a patched driver on Epson's website. If your printer is still supported by Epson and the latest OS release breaks the driver, they will eventually patch the driver. I've taken the trouble to drill down to the right page on Epson's support page because this is strictly a temporary fix. <http://tinyurl.com/cjrxyf>.

If there isn't a patched driver yet, you might decide to roll back to the previous OS version (see the step-by-step guide over the page). But keep an eye on Epson's support page because this is strictly a temporary fix. If Apple releases another version of OS X (this has, in fact, happened, in your case), make sure you install this in case the problem with your printer gets fixed from that end.



As a rule of thumb, always download everything suggested by Software Update.

"Can I encrypt single PC files to import to Mac?"

Q I have recently changed over from my PC to a brand-new iMac, which has Leopard installed. I am now in the process of converting all my *Word* and *Excel* documents to *Pages* and *Numbers* ones, but I can't find a way of password protecting the individual files or folders.

Can you tell me if there is a simple way of doing this, or will I have to go out and buy the Mac version of Office?

Rod Tolhurst

A It seems such an obvious thing to ask for and yet almost all the encrypting solutions are focused on encrypting a whole volume at a time. MIS could have a volume's worth of secrets to hide but for the rest of us, it's just one or two files max.

However, there is a command-line option that will do this. You can use the OpenSSL engine to lock files up from *Terminal*, thus:

```
openssl des3 -salt -in file.txt -out  
encryptedfile.txt
```

This will prompt you for a password and then create the encrypted file. Make sure you don't use the same name for the encrypted file as the plaintext. If you do, you'll lose both versions. You'll need to delete the original file yourself, if that's what you want. To decrypt it, use:

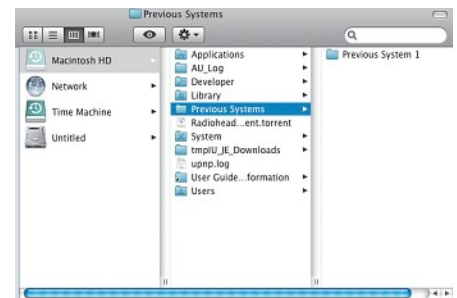
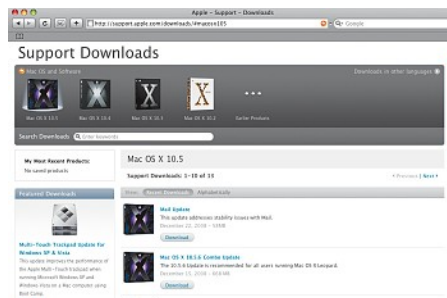
```
openssl des3 -d -salt -in encryptedfile.  
txt -out normalfile.txt
```

Now, given that such a powerful and - for a command-line interface - relatively simple method exists, why aren't there freeware GUI wrappers for this? There was a *Dashboard* widget, at www.dashboardwidgets.com/showcase/details.php?wid=588, but it seems to be broken under 10.5.6. Try *File Encryption* widget at www.apple.com/downloads but enter the full path to the file manually as you can't drag and drop.

» QUICK TIP

 You can create an alias to a file without actually having "alias" added to its filename by holding  +  down and dragging that file out of its current Finder window. The original will be left behind and an alias created at the new location but with the same name.

» HOW TO / Roll back to an earlier version of OS X



01 Install the base version

If you aren't happy with the version of OS X that you're running, you can downgrade to a previous version if you still have the installation disc. Boot from the disc and choose Archive & Install.

02 Update from a patch

You can easily download and install the combo updater, to refresh to the version of OS X that you want to drop back to. You can get this patch by downloading it from www.apple.com/support/downloads.

03 Tidying up

You can delete the Previous System folder on your disk, but only once you are absolutely sure everything is working properly. It might also be necessary for you to reinstall one or two applications. ●

» QUICK TIP



If you have an application with lots of documents minimised to the Dock, you can hide them when you switch to another application. Hold down **⌘** when you click on the new application and all other applications will hide their documents from the Dock until you switch back.

"Safari doesn't remember my passwords"

Q I was using *Safari* but it started to forget usernames and passwords after using a very faulty *Automator* script that froze my Mac. Even though I made a fresh install of Leopard, the same issue continued. Then I switched to *Firefox* as a solution. It's working fine and remembers my passwords but it gets too slow in scrolling when I open a lot of tabs.

Can Surmeli, Turkey

A If you really have done a completely fresh install of OS X, then I think this is probably a fault in *Rosetta*. This is a dynamic translation engine that converts PowerPC instructions to run on Intel machines. You won't normally be aware that *Rosetta* is running, since it has no user interface but it's possible your *Automator* script set the flag to run *Safari* with *Rosetta*. There is a very intermittent bug that causes *Safari* to stop remembering passwords when it has been run under *Rosetta*.

Right-click the *Safari* icon in the Applications folder and select Get

Info. If the Open using Rosetta box is ticked, untick it. If it is already clear, try ticking it, then start *Safari* and try to save a password. Now quit and clear the Open using Rosetta box. This should do the trick.

"iPhoto keeps freezing on my Intel iMac"

Q I am at a loss with *iPhoto* on my nine-month-old iMac 2.4GHz Intel with 2GB DDR2 RAM. The program freezes every time I try to use it. It opens normally,

» MACFIXIT TIPS / Photos missing from iPhoto library

Some *iPhoto* users are experiencing an issue in which photos are missing from their libraries. Even though the library size indicates all files are there, no files are visible in the library even though albums seem to be working properly.

Apple Discussions poster vincas writes: "I'm running the latest version of *iPhoto* (7.1.5) and OS 10.5.5 on a PowerPC iMac. The size of the library is about 150 gigabytes (~35K photos), and it is located on a dedicated external drive. The size of the library properly shows the 150 GB size, but when I go to open up *iPhoto*, although all albums are in place, the library indicates there are 'No items.'"

Users have tried rebuilding the *iPhoto* library and permissions fixes on the boot drive, but have not been able to fix the problem. If libraries do get corrupted, sometimes there is nothing you can do, so it is recommended to have a backup that can be restored. However, if a backup is not available there are several things you can try.

Using the iPhoto Library Manager

The *iPhoto* Library Manager has scripts that can be applied to problematic libraries. Users can download the software and run the "rebuild" function on the current library.

Recreating the iPhoto Library

Since this problem involves corruption in databases and other organisational files instead of the photos themselves, users can get their photos back by recreating the library from the original photos in the previous library. To do this, quit *iPhoto* and drag the library to a temporary location such as the Desktop (or to an external drive if space is limited and the library is large). Next, right-click the library and choose Show Package Contents and open the Originals folder. Now open *iPhoto* and confirm the creation of a new library. Drag the contents of the Originals folder

in the old library to the open *iPhoto* window. This will copy the files to the new library, organising them by event.

Recreating the library will not preserve metadata associated with the previous library, including keywords and ratings. Still, if users can live with this loss then they can recover access to the photos via library recreation.



Tips supplied by MacFixIt.com

MacFixIt, founded in 1996 by Ted Landau, has grown into the premiere destination for users seeking resolutions to bugs and conflicts. Visit www.macfixit.com for the latest Mac information.

On the forum

Help and advice from readers

Q I have *iPhoto* '09 version 8 and wish to post a photo on a forum, which insists on a max file size of 500k with a max width of 800 pixels. How can I do this in *iPhoto* please?
Julian Joined: 25 Apr 2004 Posts: 555 Location: Nailsworth, Gloucestershire

A Select the photo. Go to File > Export. Set the Kind to JPEG and the Size to Custom. Finally, set the Width to 800.
FocusGhia Joined: 07 May 2003 Posts: 5595 Location: London, UK

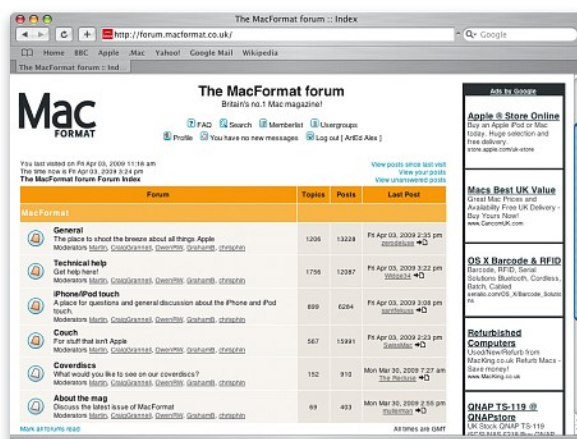
Q I've been trying to connect my MacBook to my TV with various cables and none of them work. Which cable/adaptor do I need to connect my black MacBook to my TV?
sandernolan Joined: 17 Feb 2009 Posts: 72 Location: Far

A Probably DVI to HDMI or DVI to DVI or DVI to SCART (if such a thing exists). You may have Mini-DVI on your Mac, which means you may also need a Mini-DVI to DVI adaptor.
SwissMac Joined: 03 Apr 2005 Posts: 7639 Location: Switzerland

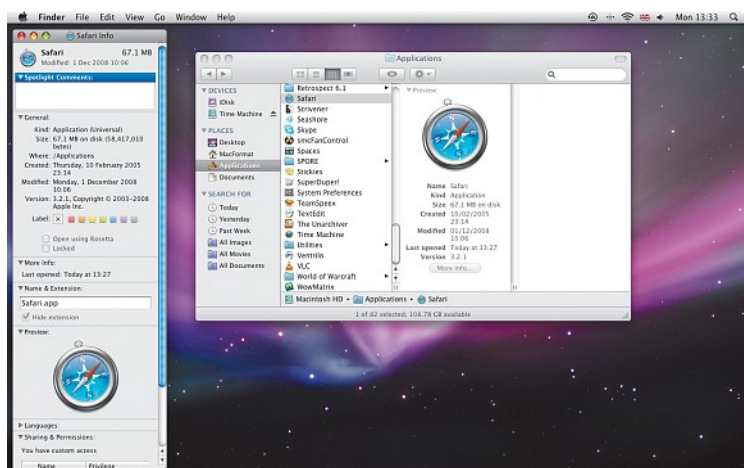
Q I bought an iMac with a Time Capsule. I backed up everything from my Mac mini and set up my iMac from the Time Capsule backup. I presume that the iMac is now backing up to a separate file store. Is there any way I can "see" the contents of the Time Capsule? Also if the mini is a separate file store, how can I then reclaim the space the Mac mini backup is taking?
Spook Joined: 01 Mar 2009 Posts: 8

A *Time Machine* will make a separate backup for each computer that is using it as a *Time Machine* disk. To see an icon go to Finder > Preferences, choose the General tab and check the Connected Server box. That should show the Time Capsule icon on your Desktop. Double-click the icon to see inside. You can delete what you don't need but be careful to choose the correct item. Deleting may take some time depending on the speed of your WiFi connection.

NoExpert Joined: 28 Feb 2009 Posts: 90 Location: UK



Join our forum and join in the fun at
<http://forum.macformat.co.uk>



Toggle Rosetta mode in Safari to fix problems with disappearing passwords.

then as soon as I move the cursor over a photo, the spinning ball appears and I have to force quit.

I have tried to reset to the first installation settings using *Time Machine* without success. Should this be covered by Apple's warranty if I cannot resolve the problem?
Sean McKeon

A *iPhoto* has had bugs that cause it to freeze in virtually every version since its release. That's not to say that it is a disproportionately buggy piece of software, but if you Google for any version number of *iPhoto* along with 'freeze', you will find a match for just about any value of that version number. The first thing to try is opening *iPhoto* with the key held down. This will prompt you to select a library or create a new one. Opt for the latter and see if it freezes with an empty library. If it doesn't, try moving a few photos over at a time. Sometimes very large libraries can expose memory leaks that will trigger the disruptive freeze, sometimes it's a single corrupted photo or album. Sometimes the library itself gets corrupted. And sometimes, it's just a bug that you can't do anything about. Check www.apple.com/support/iphoto/ for the latest update to your version of *iPhoto*.

"Fix for broken WiFi on the iPhone 3G"

Q I just read your article in *MacFormat* 206 'Broken WiFi on iPhone 3G'. I have some info that may be of interest. I had the exact same problem whilst on 2.2; I was running a jailbroken, unlocked on Orange 3G device. I did a full restore to its initial O2 state and went back to my local Apple Store in Westfield, London. The genius staff member was aware of the problem and promptly exchanged my device for a brand-new looking (refurbished) iPhone 3G. I am now back to jailbroken, unlocked normality and running the latest version of the firmware (2.2.1) too and it's all good so far.

Adam Keisner

A While I'm glad that you now have a fully connected iPhone, I'm not convinced your experience moves us any closer to a general solution. We knew that the problem mysteriously affects some iPhones and not others, so the possibility of a brute-force solution, in the form of a replacement, was always there. But let us know if version 2.3 of the firmware fixes the problem altogether. ●



Creating a new iPhoto library and reimporting your photos can fix a corrupt database.

Larger, better, faster, smarter. More RAM, bigger hard drives, guaranteed compatibility - upgrade today with MacUpgrades.

Mac Pro



Memory Upgrades

Early MacPro (Pre Jan08)

Kingston 4GB (2 x 2GB) Kit 667MHz £84.10 + Vat
Kingston 8GB (4x 2GB) Kit 667MHz £158.24 + Vat
Kingston 16GB (8 x 2GB) Kit 667MHz £306.51 + Vat

New MacPro (Post Jan08)

Kingston 4GB (2 x 2GB) Kit 800MHz £102.62 + Vat
Kingston 8GB (2 x 4GB) Kit 800MHz £256.88 + Vat
Kingston 16GB (8 x 2GB) Kit 800MHz £374.02 + Vat

Internal Hard Drives

Hitachi 500GB 16MB cache £54.06 + Vat
Hitachi 1TB 32MB cache £108.84 + Vat
Seagate 1.5TB 32MB cache £126.60 + Vat

NEW ITEMS COMING THIS MONTH !!!!

Western Digital 2TB 3.5" Desktop Internal Drive £TBA
DDR3-PC8500 Ram for New Mac Pro £TBA

iBook G4 / PowerBook G4



Memory Upgrades

Kingston 1GB SODIMM £56.88 + Vat
Kingston 512MB SODIMM £28.92 + Vat

Internal Hard Drives

Western Digital 120GB £52.91 + Vat
Seagate 5400RPM 160GB £57.88 + Vat
West Dig 5400RPM 250GB £79.60 + Vat

UNSURE ? WE CAN INSTALL ANY ITEM FOR YOU !
FAST INEXPENSIVE & RELIABLE SERVICE



MacBook & MacBook Pro



Memory Upgrades

Kingston 1GB PC5300 SODIMM £15.30 + Vat
Kingston 2GB PC5300 SODIMM £26.04 + Vat
Kingston 2GB PC8500 SODIMM £39.46 + Vat

Internal Hard Drives

Macbook & Macbook Pro 15/17

Western Digital 5400RPM 250GB £57.66 + Vat
Western Digital 5400RPM 320GB £67.06 + Vat
Seagate Momentus 7200RPM 250GB £63.18 + Vat
Seagate Momentus 7200RPM 320GB £74.36 + Vat
Western Digital 400GB 5400RPM £89.40 + Vat
Western Digital 500GB 5400RPM £99.58 + Vat

NEW ITEMS COMING THIS MONTH !!!!

Seagate 7200RPM 500GB Laptop Drive £ TBA

iMac G5 / Intel iMac



Memory Upgrades

Kingston iMac Intel 1GB £15.30 + Vat
Kingston iMac Intel 2GB £26.04 + Vat
Kingston iMac G5 (iSight) 2GB £19.88 + Vat
Kingston iMac G5 1GB £29.82 + Vat

Internal Hard Drives

Hitachi 500GB 16MB cache £54.06 + Vat
Seagate 750GB 16MB cache £89.66 + Vat
Hitachi 1TB 32MB cache £108.84 + Vat
Seagate 1.5TB 32MB cache £126.60 + Vat

"A welcome addition to any Mac fan's desktop"

» LATEST 24-INCH
APPLE iMAC P85

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Reviews

● HARDWARE ● SOFTWARE ● IPHONE APPS ● SHAREWARE ● GAMES



Ian Osborne
Reviews Editor

We've made a few changes to the reviews section for the new-look *MacFormat*. The games section has been taken under the reviews umbrella, and we've added benchmarking graphs to our Mac tests, so our reviews are now even more comprehensive. We've given the photography a brush-up, too. If you like what we've done, and even if you don't, let me know at ian.osborne@futurenet.com. We're always keen to take your views and suggestions on board.

It's been an excellent month for Mac products, with a quintet of offerings from

Apple itself. The iMac and Mac mini get a much-needed revamp, the Time Capsule can now combine wireless g and n networks, and the iPod shuffle has a host of new features. Also look out for an interesting take on the Apple keyboard.

Rarely do we get so many worthy winners in a single issue, but we've been spoiled by the sheer quality of what's on offer. No fewer than five products have been awarded the maximum five stars, and there's plenty that get four or above. And if you think this issue's hot, just wait until the next one...

» OUR LOGOS EXPLAINED



A product that receives the MacFormat Choice is the best in its class at the time of review, and a product we would be happy to spend our own money on.



Used only in our Group Tests, the MacFormat Winner award indicates the product that we feel stands out, and warrants you spending your cash on it.



Wherever you see this logo you'll find either test versions or useful files associated with the review on the disc, to add value to our reviews section.

RATINGS EXPLAINED: ★★★★★ Excellent ★★★★★★ Very good ★★★★★★ Good ★★★★★★ Adequate ★★★★★★ Poor

>> COMPACT DESKTOP MAC

Apple Mac mini 2.0GHz

£649 The Mac mini gets good graphics hardware, but at a price, literally...

CONTACTS

Manufacturer: Apple
www.apple.com/uk

Latest price on TechRadar
www.techradar.com/587908

SPECIFICATIONS

Processor: 2.0GHz Intel Core 2 Duo

RAM: 2GB 1066MHz DDR3 SDRAM

Hard disk: 320GB SATA, 5400rpm

Ports: FireWire 800, 5x USB 2.0 ports, Mini-DVI, Mini DisplayPort

Optical drive: 8x DL SuperDrive

Display: Up to 1,920x1,200 pixels (DVI or VGA), up to 2560x1600pixels (Mini DisplayPort)

Graphics: NVIDIA GeForce 9400M, 256MB shared RAM

Dimensions: 5.08x16.51x16.51cm

Weight: 1.31kg

PROS & CONS

- ⊕ Two independent video outputs
- ⊕ Decent gaming performance
- ⊕ 5x USB ports and 1x FireWire 800
- ⊖ Still no HDMI option
- ⊖ Mediocre RAM and hard-disk spec
- ⊖ The price has gone up

VERDICT

★★★★★

"A nice little machine, with solid graphics performance and dual-monitor support, but it's just too expensive."

The Mac mini was last updated more than a year and a half ago, so we were hoping for something special. What we got was a minor spec bump on top of a hike in price, with the cost of Apple's cheapest Mac jumping up a hundred pounds. Serves us right for having high expectations, perhaps.

But, let's look at the good stuff. While the appearance of the case hasn't changed at all, there have been some changes around the back. It has spawned another USB port – taking the total to five. While it's always nice to have more connectivity, we can't help but complain about the practicality of having so many ports stuffed so close together. Plug in a TV tuner and you could easily block the ports either side. Still, griping about getting more USB ports is a bit like complaining that eating five ice-creams gives you a sore tummy; fair, but who doesn't like more ice-cream?

Ports and pixels

We still have FireWire, at least. It's the newer 800 variant and although it's fast, you'll have to buy adaptors or entirely new cables if you have peripherals that use the 6-pin FireWire 400 connector or even DV cameras using 4-pin plugs.

The big news is with the video ports. The single full-sized DVI-I port has been replaced with both a Mini-DVI port and one of the new Mini



The Mac mini is still a cute little machine, but the new price tag is definitely hard to swallow.

DisplayPorts. There's still no HDMI for one-cable connection to modern TVs, which makes the mini less ideal for use as a media centre, but we like having two outputs since it means that the Mac mini can now power two displays at the same time. The maximum supported resolution of the Mini-DVI port is 1920x1200pixels – you get a

DisplayPort, which is something that will only really affect you if you try to play HD material pirated directly from official sources; with no Blu-ray support, we're talking about HD movies from the iTunes Store. Read more on p75.

This lush video experience is, in part, thanks to the mini's hardware

"There's still no HDMI for one-cable connection to modern TVs, which makes the mini less ideal as a media centre"

full-size DVI adaptor in the box, but you'll need to buy the £15 VGA adaptor if your monitor doesn't have DVI inputs. But with the £68 Mini DisplayPort to Dual-Link DVI Adaptor, you can power a monitor up to a gigantic 2,560x1,600pixels. Some are concerned about the HDCP anti-counterfeiting measures with the Mini

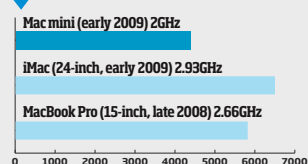
upgrade; gone is the that'll-about-do GMA 950 from the previous Intel minis, and in comes the GeForce 9400M. It's still an integrated chipset but it's still an option for non-hardcore gamers.

Not so mini price

The bad news is the price. With the base model clocking in at £499 (with a fairly titchy hard disk and a paltry amount of RAM) and the top-end model costing £649, the mini seems like a weird anomaly in Apple's line-up. It's unlikely to do its job of enticing switchers – who could buy, say, Dell's Studio Hybrid with better specs, HDMI and an 18.5-inch display for the same £499 of the base Mac mini – and it's not meaty enough to entice ardent Mac fans. But, the price looks right compared to the US, so we may have our relatively weak currency to blame.

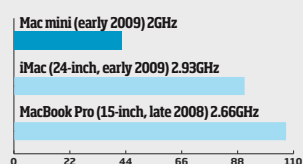
Christopher Phin

BENCHMARKS / HOW DOES THE MAC MINI STACK UP?



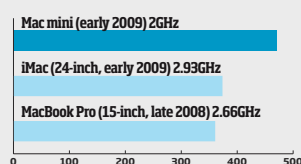
Cinebench (CBs)

Measuring CPU and GPU performance, Cinebench reports its results as a single figure. Multi-core performance quoted.



Doom 3 frame rates (FPS)

Tested using Doom 3's 'timedemo 1' routine, set at 1024x768 with settings at Ultra. Frames per second quoted.



iTunes encoding (Seconds)

A timed test using the latest version of iTunes, ripping an audio CD at 128kb/sec AAC, auto sample rate, no VBR.

>> APPLE'S LATEST ALL-IN-ONE COMPUTER

Apple iMac 2.93GHz 24-inch

£1,499 Another revision for Apple's iMac range, but does it still excite?

The iMac is back with a useful, if incremental, update. This latest release comes in four configurations. The entry-level unit boasts a 2.66GHz Intel Core 2 Duo processor, a 20-inch screen, 2GB of RAM, a 320GB hard drive and an NVIDIA GeForce 9400M graphics processor for £949. Taking a step up, the next machine increases the screen size to 24 inches and doubles the on-board RAM and hard-drive capacity, for £1,199. Top of the range is the £1,799 model with the 3.06GHz Intel Core 2 Duo processor (which is surprisingly unchanged since last summer's top-of-the-range release), a 1TB hard drive and an NVIDIA GeForce GT 130 GPU with 512MB memory. We tested the second-most powerful machine of the quartet, a 24-inch model with a 2.93GHz Intel Core 2 Duo processor, 4GB 1066MHz DDR3 SDRAM (one of the fastest memory technologies currently available), a 640GB hard drive and an NVIDIA GeForce GT 120 with 256MB memory, costing £1,499.

The performance

We last covered an iMac back in the summer of 2008 when Apple sent us their top-of-the-range model, featuring the 3.06GHz Intel Core 2 Duo processor. The one we're reviewing here runs at only 2.93GHz, yet it outperforms last year's model.

Loading up *iTunes 8.0.2*, we ripped our eight-track test CD as 128kbps AAC files in six minutes, 13 seconds, more than 1.5 minutes faster than the iMac tested last year. Video encoding enjoyed a similar boost, with *QuickTime Pro 7.6* exporting our five-minute, 720x480, 30fps test movie as an iPod-friendly file in four minutes, 53 seconds, which is a few seconds slower, but no significant difference. Gamers will be glad to know the frame rate test in *Doom 3* ran at 90.6 frames per second, which is fast enough for even the most demanding gamer.



The new Apple iMac looks as beautiful as ever...

The new 24-inch iMac gave us few causes for complaints, but there are one or two things we must moan about. Although the display is excellent and well up to Apple's current

and bundling the smaller, number pad-less USB keyboard reviewed on p85 makes little sense (although if you buy online you can opt for the version with a number pad at no extra cost).

"In the frame rate test, Doom 3 ran at 90.6 frames per second, which is fast enough for the most demanding gamer"

standards, a matt-screen option would be appreciated, as not everyone likes the glossy finish. An overhaul of the stand is overdue as the current version still won't let you adjust the height,

Overall, the latest 24-inch iMac is another winner. It looks good, performs well and would be a welcome addition to any Mac fan's desktop.

Ian Osborne

CONTACTS

Manufacturer: Apple
www.apple.com/uk

Latest price on TechRadar
www.techradar.com/587910

SPECIFICATIONS

Processor: 2.93GHz Intel Core 2 Duo
RAM: 4GB 1066MHz DDR3 SDRAM, 2x2GB
Hard disk: 640GB Serial ATA Drive
Ports: 4x USB 2.0, 1x FireWire 800
Optical drive: Slot-loading 8x SuperDrive
Display: 24-inch (viewable) glossy widescreen TFT active-matrix liquid crystal display
Graphics: NVIDIA GeForce GT 120 256MB
Dimensions: 52x56.9x20.7cm
Weight: 11.5 kg

PROS & CONS

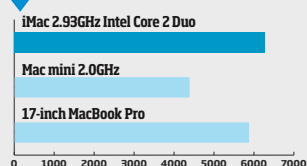
- ⊕ Looks beautiful
- ⊕ Outperforms all previous iMacs
- ⊕ Blisteringly fast
- ⊕ Excellent screen
- ⊖ No vertical adjust for screen
- ⊖ Keyboard has no number pad

VERDICT

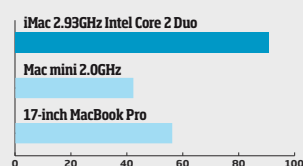
★★★★★

"Apple's flagship home machine comes up trumps again. Not a massive revision, but a strong incremental upgrade."

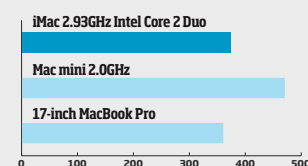
BENCHMARKS / HOW DOES THE iMAC STACK UP?



Cinebench (CBs)
Measuring CPU and GPU performance, Cinebench reports its results as a single figure. Multi-core performance quoted.



Doom 3 frame rates (FPS)
Tested using Doom 3's 'timedemo 1' routine, set at 1,024x768 with settings at Ultra. Frames per second quoted.



iTunes encoding (Seconds)
A timed test using the latest version of iTunes, ripping an audio CD at 128kb/sec AAC, auto sample rate, no VBR.

>> WIRELESS HARD DISK

Apple Time Capsule 500GB

£229 Apple's brilliant wireless backup system evolves. Very slightly...

CONTACTS

Manufacturer: Apple
www.apple.com/uk

Latest price on TechRadar
www.techradar.com/589636

SPECIFICATIONS

Capacity: 500GB **Connections:** 1x USB 2.0, 3x Ethernet, 1x WAN wireless protocols: 802.11n draft 2.0, 802.11a/b/g, simultaneously
Security: WEP, WPA, WPA2, MAC address filtering **Weight:** 1.6kg
Size: 197x197x 34mm

PROS & CONS

- ⊕ Very easy to use
- ⊕ n & g networks run at full speed
- ⊕ USB disk and printer sharing
- ⊖ Stupidly expensive
- ⊖ No built-in modem
- ⊖ Slow initial backup

VERDICT

★★★★★

"The price may be indefensible, but Time Capsule remains a brilliant backup solution."

The white box conceals a bunch of useful features, but unfortunately a modem isn't one of them.

When we reviewed the first-generation Time Capsule, we were impressed. The basic concept – taking the powerful and easy-to-use AirPort Express wireless base station, scaling it up a bit and stuffing a hard disk inside – was good enough on its own. But when paired with *Time Machine*, the backup engine in Mac OS X 10.5 Leopard, it was a genius product.

The idea is that once you've set up Time Capsule and pointed all your Macs to its internal hard disk as their target backup volume, you're done. After the big initial backup, every hour the *Time Machine* engine on each Mac would copy new or changed files to Time Capsule, automatically. You didn't have to remember to run the backup or tell it what to back up. You didn't even have to set up a schedule. All the files necessary to rebuild your system completely, even if your hard disk failed, were automatically copied across your wireless network, and even if your data loss was less catastrophic, the *Time Machine* interface made it easy to reach back in time to rescue an earlier or deleted version of a file.

Subtle changes

And it's just as well we liked the first version, because this version isn't that different. There are essentially only three new features. Time Capsule now has a pane for you to enter your MobileMe login details. When you do, Time Capsule and any



Time Machine isn't a great way of restoring a system, but its versioning system is unparalleled.

disks connected to its USB port, show up in the *Finder* sidebar of any other of your internet-connected Macs regardless of where they are.

Next is the ability to create a separate guest network, allowing visitors to access the internet, while keeping your other computers safe. Again, we can't think why this couldn't be added to older models.

"It's an easy backup strategy, though our original criticisms from the first version can be made of this version too"

The big new feature, however, is the dual wireless channels. In a wireless network, data travels as fast as the slowest device connected. You may have an 802.11n base station

and three 802.11n Macs, but as soon as you switch on (say) your iPhone, the network slows to 802.11g speeds.

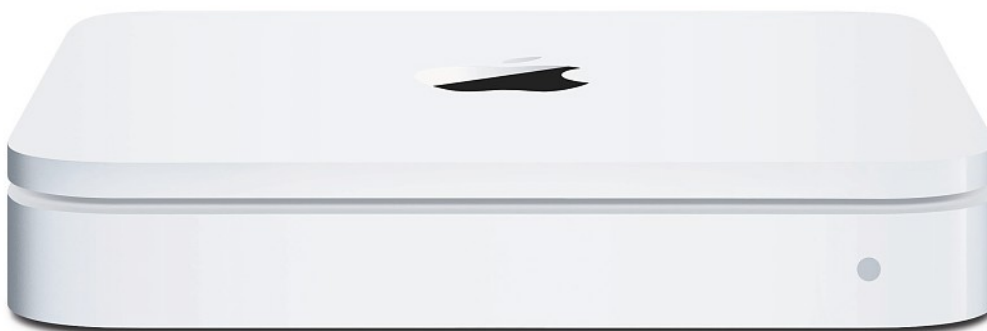
Double speed

With dual channels, n traffic can flow at its full speed, even with g devices connected. Benchmarking with *Helios LanTest* suggested an average read-speed of 1.6MB/sec for g devices,

jumping to almost 6MB/sec for n. You can also create a 5GHz network, though in our tests at least, this brought only marginal increases, adding another half a megabyte per second or so to the throughput.

It's an easy backup strategy, though our original criticisms from the first version (that the initial backup can be slow, with no help showing you how to do it over Ethernet, then switch to WiFi. Or that restoring your system can be sluggish and that Apple still refuses to add a modem) can be made of this version too. Worse, the price seems ludicrous in these days of sub-£100 terabyte drives.

Christopher Phin



The wired option offers no tiresome battery issues, as well as two integrated USB hubs.

>> WIRED, ALUMINIUM KEYBOARD

Apple Keyboard

£28 The Apple aluminium keyboard returns with a compact, wired model...

Our initial reaction to Apple's new compact, wired keyboard was 'why bother?' Surely everyone who wants a compact keyboard (with no number keypad) would buy the wireless version, and everyone who wanted a cabled keyboard would opt for the one with the keypad. Having given it a go, though, we can see it from both sides. The new keyboard offers advantages over both existing models, so let's look at a few of them.

The obvious advantage of a compact design is that it takes up less room on your desk and therefore it's also easier to stash, freeing up space for you to do something else. If desk space is more important to you than a numeric keypad, or you simply want the same keyboard configuration on

"The advantage of the compact design is that it takes up less room on your desk"

your desktop as you use on your laptop, then the compact model is for you.

Making your mind up

But why would you go for the USB version over the Bluetooth model? Granted, it's £20 cheaper, but there are other reasons than simply saving a few bob. The advantage of the wired keyboard is that it doesn't require batteries, plus it offers two

handy integrated USB hubs for you to plug a flash drive, camera or other peripheral into.

Given free reign of all Apple's keyboard options, we'd opt for the wired keyboard with the number pad. In fact, we'd be miffed if we bought the new iMac without realising the compact version comes with it. You can swap it for the larger version for free if you buy at the Apple Online Store, but if you get your Mac from a retail shop you can't.

This new keyboard performs well. All Apple keyboards are responsive and have a very light key action that we love. They're ergonomic, stylish and offer a good range of media keys. Ultimately, all the choices in the range are excellent keyboards.

Ian Osborne

CONTACTS

Manufacturer: Apple
Latest price on TechRadar
www.techradar.com/589672

SPECIFICATIONS

Ports: Two integrated USB ports
Connectivity: USB connection
Features: aluminium body

PROS & CONS

- ✚ Comfortable, ergonomic design
- ✚ Saves space on desk
- ✚ Includes two USB ports
- ⊖ No numeric keypad

VERDICT

★★★★★

"An excellent keyboard that saves desk space and doesn't need batteries."

>> DIGITAL AUDIO PLAYER

Apple iPod shuffle 4GB



£59 Is the new shuffle the greatest screen-less MP3 player yet?

CONTACTS

Manufacturer: Apple
Latest price on TechRadar
www.techradar.com/589695

SPECIFICATIONS

Capacity: 4GB **Dimensions:**
 4.5x1.8x0.8cm (with clip) **Weight:**
 10.7g **Playback:** Up to 10 hours

PROS & CONS

- ⊕ VoiceOver feature
- ⊕ Introduction of playlists
- ⊕ Beautiful design
- ⊖ Can't use standard earbuds

VERDICT

★★★★★

"Superb design, packed with new features. Great value for money, too."

Apple's third-generation shuffle is a radical revision of the entry-level iPod. The controls have moved to the cable under the right-hand earbud, with only a Shuffle/Continuous Play/Off switch on the device itself. This has allowed for the smallest, neatest-looking shuffle yet. It also boasts a beautiful metallic finish in black or grey and a sturdy metal clip.

Using the handy, easy-to-reach controller, you can adjust the volume, pause and unpause your sounds and skip or restart the current track. Press and

hold the function button and a synthesised voice reads the song name and artist. If you skip over tracks, each will be announced, making it much easier to find a song. This feature, known as VoiceOver, also lets you select playlists – a first for the shuffle.

However, the controls mean you can't use standard earphones on a third-gen shuffle (you won't even be able to operate the volume). But, luckily the earbuds supplied are pretty decent, and there are third-party replacements on offer.

The controls are now conveniently situated on the earbud cable.



So, the iPod shuffle has finally come of age. The new control system is instinctive, the on-cable controller lets you clip your shuffle to your coat and the introduction of playlists

adds loads of versatility. At last you can match your music to your mood. But best of all, VoiceOver means you always know what you're listening to.

Ian Osborne

>> PORTABLE HARD DRIVE SOLUTION

Buffalo MiniStation Lite

£83 It looks great next to your white MacBook, but is it worth your money?

CONTACTS

Manufacturer: Buffalo Technology
Latest price on TechRadar
www.techradar.com/589739

SPECIFICATIONS

Capacity: 250GB **HDD:** 2.5-inch
Interface: USB 2.0 **Dimensions:**
 8.1x12.6x15.5cm **Weight:** 190g

PROS & CONS

- ⊕ Sleek and attractive
- ⊕ Portable and convenient
- ⊖ Some software is Windows-only
- ⊖ Low capacity for the price

VERDICT

★★★★☆

"There's not much wrong, but other drives offer more at a similar price."

With so many portable hard drives to choose from, it's difficult for manufacturers to make theirs stand out from the crowd. Buffalo attempts to do so by beefing it up with software that increases transfer speeds, syncs files and encrypts data. But unfortunately only one of the three apps, *TurboUSB*, works on the Mac.

The Buffalo MiniStation Lite is neat and stylish. It's small enough to carry around and is powered solely through the USB cable, so there's no external power supply to

lug about. It's available in glossy black, white or red and in 250GB, 320GB or 500GB capacities. We're taking a closer look at the white 250GB model.

It's claimed *TurboUSB* increases file transfer speed by 'up to 20%', though, in our benchmark tests, we found the increase was closer to 15%. Yet while the turbo-boosted figures were acceptable, they were not particularly amazing. Its sequential read/write speeds are 29.9 and 18.9 MB/sec respectively, with random read/writes scoring 11.8 and 15.2 MB/sec.



You certainly can't fault the Buffalo MiniStation Lite for looks...

However, this is ahead of Western Digital's My Passport Essential drive, which was run alongside it. There's nothing much wrong with the Buffalo MiniStation Lite 250GB, but if you're not distracted by

the bundled software and relatively small speed advantages, you could get a bigger-capacity portable HDD for the same price. And to be honest, that's exactly what we'd do.

Ian Osborne

This gorgeous piece of hardware is tough on the outside, but is ever so sensitive on the inside. Buy it, buy it, buy it!

PROFESSIONAL GRAPHICS TABLET

Wacom Intuos4 L



£430 Wacom's new tablet is utterly superb; brace your credit cards, creative people!

This latest redesign of the Intuos line is a genuine leap forward, and a hugely worthwhile investment even if you currently own an earlier model.

Let's start with the technology. The pressure-sensitivity has doubled from the last generation, and it will now report a full 2,048 different levels. (Honestly, this alone isn't significant; 1,024 or even the 512 levels found in Wacom's cheap-as-chips Bamboo range is sufficient.) The big news is that sensitivity has been boosted on the tablet itself. It now responds to an incredibly light touch (bring up the diagnostic mode and try to register a touch lighter than 5% - it's not easy) and it feels just beautiful in use.

The surface and the nibs have changed - the weighted pen holder

"The pressure-sensitivity has doubled, and it will now report a full 2,048 levels."

cleverly conceals different nibs in the base - and for the first time Wacom might have got it just right. There's bite and grip, and if you slot in the more-hardwearing felt nib, it even sounds right!

Wacom has changed the ExpressKeys and Touch Strip from previous generations, and the result is stunning. The Strip is now the Touch Ring, which is less easy to knock by mistake than the Touch

Strips of old, and you can press the centre button to toggle between four modes (zoom, brush size, rotate canvas, for example) that can be configured individually for each app.

The keys have got prettier. Each of the eight has an OLED display, which shows its current function, and updates to the modifiers, keystrokes and so on that you've defined for the active application. Or, you can create your own - though then they're limited to a text label.

An on-screen pop-up Radial Menu takes getting used to, but it will repay time spent configuring it, and we love the on-screen cheat-sheet and new Precision Mode that slows the cursor making it easier to hit the smaller interface elements.

Christopher Phin

CONTACTS

Manufacturer: Wacom
Latest price on TechRadar
www.techradar.com/590021

SPECIFICATIONS

Levels of sensitivity: 2,048 **Max res:** 5,080dpi **Angle recognition:** ±60° **Dimensions:** 474x320x14mm

PROS & CONS

- ⊕ Sensational technology
- ⊕ Dynamic OLEDs
- ⊖ Expensive though well worth it
- ⊖ Previous tools are incompatible

VERDICT

★★★★★

"Enhanced technology with new keys are a truly superb combination."



>> EARPONES

s-JAYS SIREN Armature

£38 www.jaysearphones.co.uk
Latest price on TechRadar
www.techradar.com/589807

01 You get a lot for your money here. As well as the earbuds, there's plenty of accessories and extras such as adaptors, silicon sleeves and filters.

Naturally, accessories count for little if the earbuds aren't very good, but thankfully, the s-JAYS SIREN Armature Earphones perform very well. They offer a warm, natural sound, with a good all-round performance, and do a great job of cutting out background noise. They might not satisfy those who like lots of bass, but for everyone else, they're ideal.

Ian Osborne

VERDICT

★★★★★

"A superb set of earbuds that perform well all round."

>> CAR RECHARGER

Powertraveller motormonkey

£20 www.powertraveller.com
Latest price on TechRadar
www.techradar.com/589766

02 This mobile phone charger turns your in-car lighter socket into a USB port. Using the USB cable and adaptor tips you can charge a range of mobile phones, as well as iPods and iPhones, by plugging in your iPod's white dock connector lead (there isn't one supplied in the box).

Trouble is, attempts to charge our iPods proved unsuccessful. We managed to charge the new shuffle and an original iPhone, but the latest iPod nano, touch and new iPhone 3G require an additional adaptor, not in the box.

Ian Osborne

VERDICT

★★★★★

"Good at what it does, but doesn't do all it promises."

>> USB HUB

Targus USB Hub for Mac

£12 www.targus.com
Latest price on TechRadar
www.techradar.com/589755

03 Clearly aimed at travellers, Targus's 4-port USB Hub for Mac is tough enough to take the knocks, and there are no trailing leads to tangle. The cable is a little inflexible, which sometimes prevents the hub from sitting flat on your desk, but this isn't much of a problem.

Overall, it's ideal for use on the go. The cable wraps snugly around the hub, leaving no exposed ports or plugs. Being rubber, it offers protection against impact damage, but also prevents dust and dirt getting in.

Ian Osborne

VERDICT

★★★★★

"A useful and practical device that's ideal for travellers."

>> FLASH DRIVE

LaCie 4GB iamaKey

£14 www.lacie.co.uk
Latest price on TechRadar
www.techradar.com/589716

04 We never settled on a generic name for USB memory sticks, but because many of us keep them on a keyring, and 'key drives' is one of the candidate names, we're charmed by the latest line from LaCie. There are three; this version is sleek and has a scratch-resistant connector, the itsaKey is a bit chunkier, and the PassKey has no memory of its own, but a slot for a microSD card.

The prices, capacities and speeds are great. LaCie has produced a unique design that has us reaching for our wallet.

Christopher Phin

VERDICT

★★★★★

"Exceptional design makes it stand out from the crowd."



computer

arts

Graduate Showcase

2009

CALL FOR ENTRIES

The *Computer Arts Graduate Showcase 2009* is officially accepting entries – the hunt for the world's top graduating creative talent has begun. The competition is open to creative undergraduates and graduates in their final year of study, anywhere in the world, and the categories are: **Illustration, Graphic Design, 3D Design, Web and Interactive Media, Animation, and Video and Broadcast Design.** We've now confirmed all of the judges – so for your chance to get your work in front of some of the world's leading creatives, make sure you enter by the deadline of **18 May 2009!** Find more details at the address below...

Enter online at
**[www.computerarts.co.uk/
graduateshowcase2009](http://www.computerarts.co.uk/graduateshowcase2009)**

Terms and conditions apply. See website above for full details.



The Judges

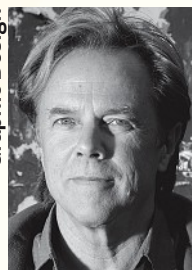
Get your work seen by the world's top creatives by entering the Graduate Showcase 2009

Illustration



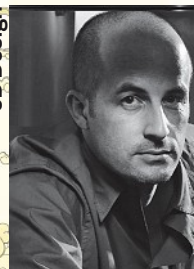
Jasper Goodall

Graphic Design



David Carson

3D Design



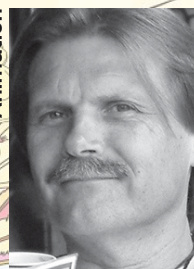
Philip Hunt

Web & Interactive Media



Brendan Dawes

Animation

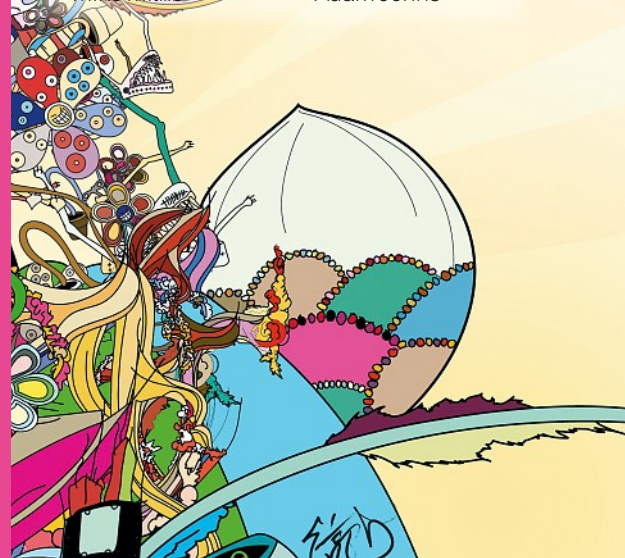


Mike Milne

Video & Broadcast Design



Adam Jenns



>> PARENTAL CONTROL SOFTWARE

Intego ContentBarrier X5

£40 If it's bad, ContentBarrier X5 tries to block it, but is it foolproof?

CONTACTS

Developer: Intego
Latest price on TechRadar
www.techradar.com/589764

SPECIFICATIONS

OS: Mac OS X 10.4 or later
Hard disk space: 40MB

PROS & CONS

- ⊕ Good blocking of pornography
- ⊕ Good interface and user guide
- ⊖ Bad blocking of non-pornography
- ⊖ Denied access to harmless pages

VERDICT

★★★★★
"The inability to detect undesirable, but non-pornographic, content makes it half a solution."

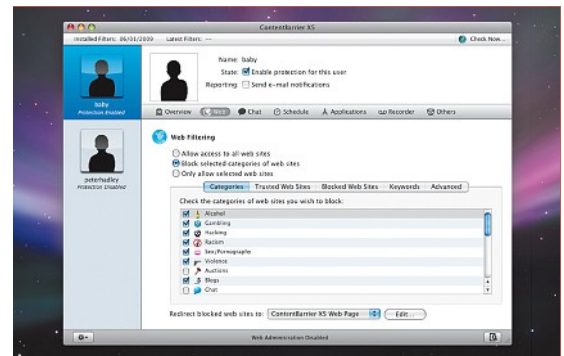
This application sets itself the tricky task of restricting access to undesirable internet content for children and employees, while allowing them to browse the harmless stuff.

It is set up by the administrator for each user through a straightforward interface that offers more granular control over types of content than the OS X Parental Controls. Websites can be excluded by category (for example, sex, alcohol, jobs or religion); chat can be blocked when key phrases appear; and it's possible to ban games, or

to restrict total access on specified days and times.

The administrator can instruct *ContentBarrier* to record what's on the user's screen at preset intervals, record keystrokes and much more.

However, while *ContentBarrier X5* proved effective at blocking pornographic sites, its performance in other categories was patchy. It didn't take us long to find out how to make gin at home and build a bomb, visit an online gun shop, log on to our account with a well-known bookmaker, meet local singles and



ContentBarrier X5 lets you block access to websites by category.

watch a video of Saddam Hussein's execution. It also denied access to some innocuous content (we couldn't Google for 'films' or read about iguana reproduction), and it wasn't

hard to find a way around some prohibited searches.

If porn's your main concern, consider this app. But don't expect a panacea for all internet ills.

Barnaby Page

>> IMAGE PROCESSING UTILITY

ResizeMe 2.0

\$30 (£20) ResizeMe will perform some nifty tricks – if you can figure them out...

CONTACTS

Developer: Dare to be Creative
Latest price on TechRadar
www.techradar.com/589789

SPECIFICATIONS

OS: Mac OS X 10.5 Leopard

PROS & CONS

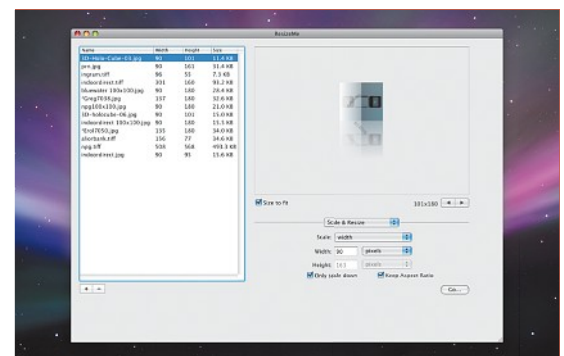
- ⊕ Strong batch-processing tools
- ⊕ Easy effects like watermarks
- ⊖ Lacks a draggable crop tool
- ⊖ No help, sometimes non-intuitive

VERDICT

★★★★★
"Although not always easy to use, ResizeMe is powerful and very reliable for batch processing images."

With eccentric aspects to its interface, exacerbated by the absence of help, Dare to be Creative's *ResizeMe 2.0* is unlikely to replace image-manipulation tools like *Seashore*. But it offers good batch processing, letting you select multiple images and apply common transformations. Only one image at a time is visible, but transformation is applied to all open files. And there are some really useful features that help avoid unwanted side effects that often plague batch transformations.

For example, when resizing you can choose to only scale down and ignore images that are smaller than the desired size. When rotating, as well as specifying degrees, you can make all images portrait or landscape. And you can add visual effects more easily than in comparable image editors. It's simple to insert watermarks, or create reflections. Other features are less useful. Cropping by specifying image size and offset is difficult for anyone used to a draggable crop tool, and since batch cropping is only sensible when all images are similar,



A single operation such as resizing can be applied to multiple images.

there's no reason not to provide one. And the interface can be confusing. For example, *Zoom* maximises the *ResizeMe* window, rather than zooming in on the image.

For editing single images, *ResizeMe* is not worth it. But if you regularly need to process large quantities, it's worth persevering with.

Barnaby Page

>> DIGITAL COMIC BOOK CREATOR

Manga Studio Debut 4

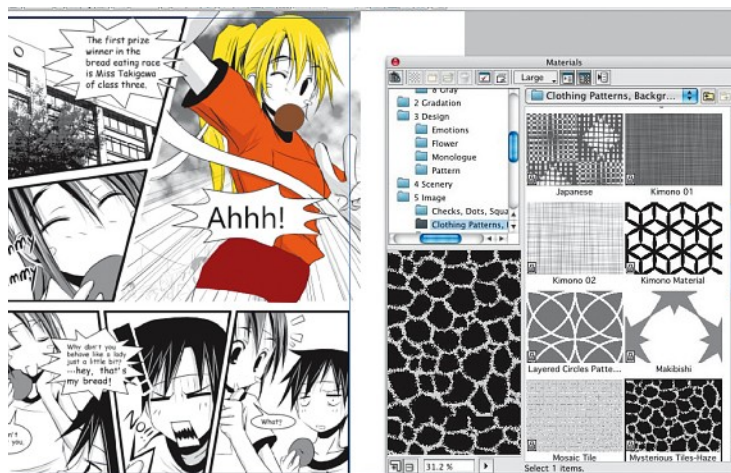
£35 The comic-book industry's mainstay app gets the strip-down treatment

For some years now, Smith Micro's *Manga Studio* has been the core application in the world of comic-book design and layout. It's used throughout the manga industry in Japan, where it's known as *Comic Creator*, while Western artists such as *Watchmen* creator Dave Gibbons are vocal fans of the application.

Manga Studio works by mimicking a traditional, three-stage comic-book creation, sketching out characters and action, inking the scene, then colouring the cells and adding detail.

Debut is the stripped-back version of *Manga Studio 4 EX*, the professional version. *Debut* differs little in its approach to comic creation, but lacks some of the more advanced colouring and productivity options *Studio 4 EX* packs.

For newcomers, an excellent **Beginner's Assistant** groups together commonly used tools, offering tips-



With its range of templates and **Beginners Assistant** this is a fun way into comic book creation.

are easy to adjust and edit mishaps with, while a semi-smart function snaps to the underlying sketch outlines. This is a very effective process, and prepares artwork for adding word balloons, tones and other page furnishings.

Panel Ruler Cutter works by carving sketches into cells with a range of styles to choose from. This is great to use, with the new cell borders added as **Layers** with effects such as speed lines and backgrounds available for extra punch.

Words and pictures

Debut's text support is also good. The word balloon library and tool allows you to drag and drop balloons into place before adding text (text can also be imported in). Font and text formatting are superb, and the ability to export to BMP, JPEG, PNG, PSD, TGA, TIFF, PDF or upload to a blog or social networking site excellently rounds things off.

Tom Dennis

"Beginner's Assistant groups together tools, offering tips-bubbles on rollover that tie into the 160 template projects"

bubbles on rollover that tie into the 160 bundled template projects. It's an effective way of getting to grips with the core tools, and quickly offers the confidence to start experimenting in the sketching and colouring process.

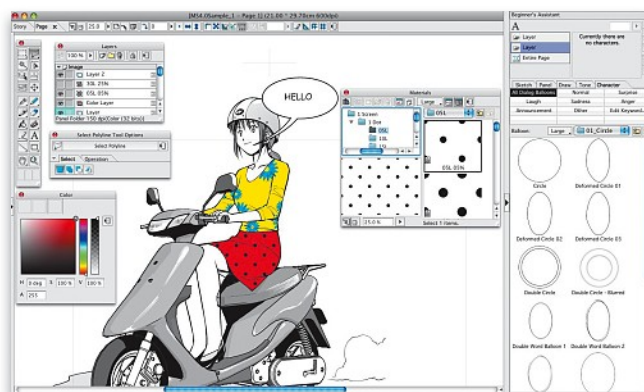
Easy to use

Once the methods and toolsets are clear, you can import a scanned sketch as a PSD, TIFF, JPEG or a range of other formats, or use the **Pen** and **Brush** tools to create from scratch. Image imports are placed as new layers, meaning a mix of imported and original elements can be layered independently on the canvas.

The second-stage inking process is a simple and effective way of outlining sketches. A new **Layer** is created, and the **Pen** and **Brush** tools

Of these, there are now 2,300 bundled screen tones, including 80 pattern brushes for adding shading, halftone effects and a range of character embellishments in a drag-and-drop motion. The texture intelligently fills the area to which it's dragged, combining with other textures for an interesting and effective range of finishes, which can be perfected with the new **Dodge**, **Blur** and **Blend** tools to refine your shading and line work.

Colouring works in a similar manner, with a simple mixing palette and editable swatch library available, and precision choices made through an RGB colour slider. Preset colour libraries are bundled too, helping suggest interesting colours for your illustrated creations.



Debut 4 cuts down on some of the pro-end touches of Manga Studio 4 EX, but it's still great.

CONTACTS

Developer: Smith Micro

www.smithmicro.com

Latest price on TechRadar

www.techradar.com/589823

SPECIFICATIONS

Processor: 500MHz Intel or

PowerPC G5, G4 867MHz or greater

RAM: 512MB **OS:** Mac OS X 10.4.11

or later, or OS X 10.5.3 or later

Hard disk space: 2.6GB

PROS & CONS

- + Excellent Beginners Assistant
- + 160 pre-designed templates
- + 2,300 screen tones
- + Great Panel Cutter tool and Ruler
- Colour palettes a little limited
- Limited text and image effects

VERDICT

★★★★★

"An excellent, if one dimensional, digital art app. Limited compared to the full version, but fun and powerful anyway."

>> SOCIAL NETWORKING AGGREGATOR

Cosmic Machine EventBox

\$15 (£10) Control Twitter, Facebook, Flickr, RSS and more with this social aggregator

CONTACTS

Developer: Cosmic Machine
Latest price on TechRadar
www.techradar.com/589846

SPECIFICATIONS

OS: Mac OS X 10.5

PROS & CONS

- + Coherent view for multiple sites
- + Can interact with content
- No multiple profiles
- Doesn't collapse duplicates

VERDICT

★★★★★

"A brilliant 1.0 attempt at bringing lots of social networking feeds together in a semi-intelligent way."

The benefits of social networking are just about balanced out by the huge amount of time it takes to stay in the conversation; *EventBox* aims to help.

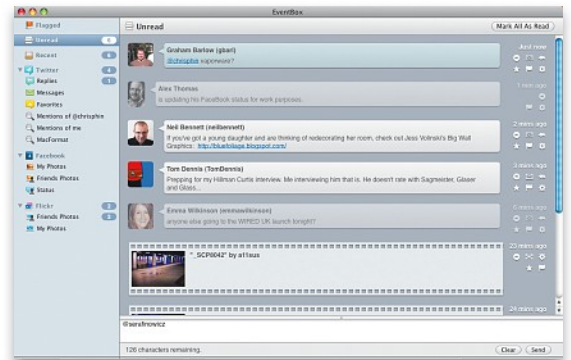
Rather than visiting a handful of sites manually, it pulls everything into a single window.

Currently – and technically it's still in beta – *EventBox* supports Facebook (pulling in status updates and photos), Flickr, Reddit, manually added RSS feeds, Google Reader RSS syncing and Twitter. New events cascade in – there's a Recent and

Unread view – and you can mark them as read, flagged or do network-specific stuff. New events can be announced in various ways and set individually for each network.

It's a good system, though, because some people cross-pollinate, say, tweets to Facebook statuses, you can get duplication; the app ought to deal with this. And despite support for Google Reader, you can't sync with newsgator.com.

There are some lovely touches – such as automatically expanding shortened URLs – but while



Pop up a transparent HUD when you're using other applications.

we like the ability to create rich Twitter searches, there's no syntax help given. There's also no support for multiple profiles in any of the network types, nor can you sync the

read status of all the events between multiple Macs.

Regardless, *EventBox* is well worth 15 bucks. Get to work on an iPhone version, guys!

Christopher Phin

>> PDF MANAGEMENT AND TAGGING

Ironie Software Yep 1.8.0



\$34 (£25) Yep claims to be iPhoto for PDFs, but is it as good as an Apple application?

CONTACTS

Developer: Ironie Software
Latest price on TechRadar
www.techradar.com/589863

SPECIFICATIONS

OS: Mac OS X 10.4.10 or later

PROS & CONS

- + Doesn't affect PDF locations
- + Multiple search types
- + Great tagging, view and merge
- Smart Collections lack options

VERDICT

★★★★★

"An absolutely first-rate tool for managing and tagging PDFs. We highly recommend it."

Bitter experience has left us sceptical when a company equates its product to Apple's. Ironie Software claims *Yep* is 'like iPhoto for your PDFs', but it's not – and that's because, remarkably, it's better.

Superficially, *Yep* has much in common with *iPhoto* – a streamlined interface, super-fast searching, and multiple views for inspecting items. But whereas Apple's apps grab and rearrange media, *Yep* found 2,832 PDFs on our test Mac in seconds, and we were browsing them shortly thereafter.

Also, there's no *iPhoto*-like library file – PDFs stay where they're saved; and when you create or download more, *Yep* finds them instantly.

While you can visually scan PDF covers or use *Yep* as a functional PDF reader, much of its power lies in tagging. Tags are automatically applied based on location and Spotlight data, but you can add your own and 'auto tag' items via keywords. Tags can then be used as search aids, or to create dynamic 'smart collections'.

Elsewhere, more features confirm *Yep* as an



Yep catalogues PDFs in seconds, applying tags based on doc locations.

essential tool. The Tracking Locations sidebar enables you to drill down into nested folders, filtering the PDFs within. You can print to *Yep* to store web pages and copies of other text documents. Also, scanning

options enable you to create PDF-based image files for storage. Although there's the odd minor UI hiccup, the manual is helpful. *Yep* is so useful it deserves its top marks.

Craig Grannell

>> DIGITAL PAINTING SOFTWARE

Corel Painter 11

£263 Corel's updated digital painting environment receives a user-friendly overhaul

Adobe's *Illustrator* and *Photoshop* may rule the vector and photo-editing roosts, but it is Corel's *Painter* that has become the mainstay app of the digital painting community.

Designed to mimic natural drawing and painting environments as closely as possible, previous versions have introduced – among many other features – an ingenious **Real Bristle** system that renders individual brush bristles while painting, and **Mixing Palettes** for working with oil and water, imitating paints in a genuinely realistic manner.

While, at first glance, such groundbreaking new features are absent in this latest version, what is immediately noticeable is the significant speed bump the application has received combined with a sleek and highly efficient interface overhaul.

"Profiles can now be created, edited and saved down, as well as imported from Photoshop or another image editor"

Corel has cut back a lot of the clutter from the interface – tucking panels away and allowing them to snap in and out of the main area from tick marks in the drop-down menus. Some palettes – and rather oddly only a few – including the **Colour** and **Mixer Palettes** can now be resized, while the new **Hard Media** and **Colour Variability** palettes make editing brushes a far more direct experience.

Old and new

The whole app seems to have gained from a performance boost, too. While we did encounter a little hanging around while changing to very large brush sizes, the overall responsiveness of the painting system appears sharper and more precise, especially when combined with a Wacom tablet.



Painter 11's interface has had a neat make over, devoting more screen space to the canvas.

Apart from the interface and performance features, *Painter 11* includes 40 new Natural Media brushes. Those familiar with the program will know this is where *Painter* excels. The new brush highlights include a Sharpie style pen,

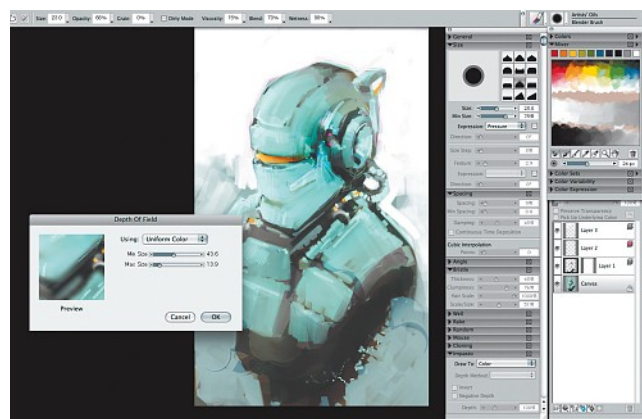
the **Transform** tool, which is now located in the **Edit** menu and **Property** palette. It's now both far easier to find and use – a serious bugbear of previous versions.

Other new features

A range of further mini-fixes make up the rest of the updates; there's PNG support, new RGB colour sliders, and the interface and stability of the program have been improved.

There's no doubt that this is a successful update, but it's certainly not an exciting one. There are no new revolutionary tools or serious headline features, but *Painter 11* most definitely builds on the successes of previous versions.

Tom Dennis



CONTACTS

Developer: Corel

www.corel.com

Latest price on TechRadar

www.techradar.com/589881

SPECIFICATIONS

Processor: Power Mac G5 700MHz

or greater **RAM:** 1GB **OS:** Mac OS X

10.4 or 10.5 **Hard disk space:**

500MB **Display:** 24-bit colour display, 1,024x768 screen resolution

PROS & CONS

- + Excellent interface overhaul
- + New Hard Media palettes
- + 40 new Natural Media brushes
- + New Transform functions
- No new filter effects
- No outstanding new features

VERDICT

★★★★★

"Corel has produced a solid - if somewhat unexciting - update to an already excellent digital painting app."

Hard Media and Colour Variability palettes make tool edits and brush selection far more direct.

>> DISK UTILITY

Drive Genius 2

\$99 (£70) Prosoft's hard disk toolkit gets an update, and we give it a workout...

CONTACTS

Developer: Prosoft Engineering
Latest price on TechRadar
www.techradar.com/589923

REQUIREMENTS

Processor: PowerPC G4 (867MHz or greater), G5, or Intel processor
RAM: 256MB **OS:** Mac OS X 10.4.9 or later (**Boot disc requirements:**
Processor: 1GHz or greater
RAM: 512MB **Drive:** DVD)

PROS & CONS

- ⊕ For Intel and PowerPC Macs
- ⊕ GUI animation can be disabled
- ⊕ Clearly written manual
- ⊕ Resizes partitions on-the-fly
- ⊕ Simple to update and uninstall
- ⊖ RAID not supported

VERDICT

★★★★★

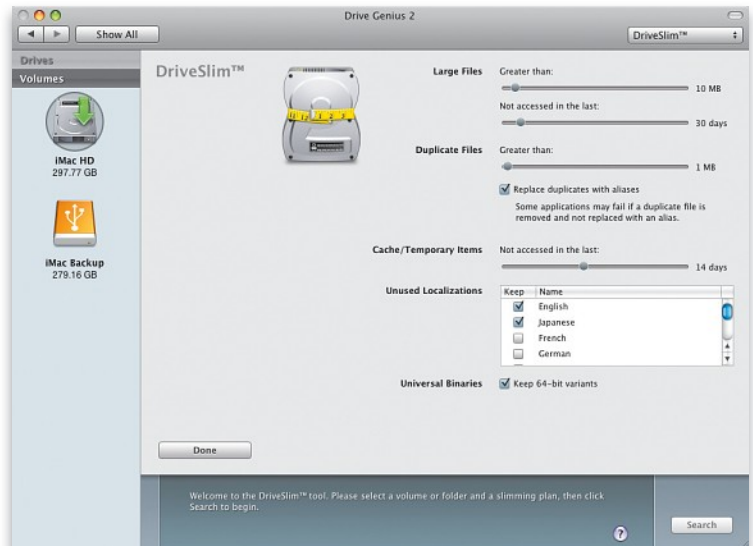
"A strong contender for must-have status in your Mac toolkit; a great adjunct to Mac OS X's resources."

Drive Genius' interface is reminiscent of Finder's Cover Flow view.

The need for a regular maintenance routine on your Mac is indisputable. Where Mac users differ is in their attitudes to third-party utilities. There are those who say running the routines accessible in Mac OS X through *Disk Utility* (such as repairing permissions) and *Terminal* (such as the periodic maintenance scripts) should be enough. Whilst others wouldn't use anything other than their favourite set of utilities from a bootable volume. Prosoft Engineering's *Drive Genius* - a comprehensive hard disk toolkit on a bootable DVD - is designed to appeal to the latter camp, and was updated to version 2.1 in 2008. So, armed with this, plus a set of Macs and external hard disks in varying states of disrepair, we set out to settle the argument once and for all.

Installation

Prosoft has thought through the system requirements for *Drive Genius 2.1* carefully, and most Macs that meet the processor requirements should be capable of meeting the optical drive capability, too. The only exceptions might be those eMacs that came with CD-ROM drives only, but in our experience running bootable DVDs from an external optical drive, when required, works well.



DriveSlim is a new feature for finding and removing surplus files, with comprehensive options.

Drive Genius can be installed, using drag and drop, on your Mac's startup disk. However, you can't run any of the optimisation and maintenance utilities on the disk you're booted from, although you can check your external drives. *Drive Genius* won't yet work on RAID systems, which some might find disappointing.

New in version 2.1 is a feature Prosoft calls *DriveSlim*. This catalogues files that might be taking up disk space unnecessarily, including not only large and duplicate files, but also unused localisation data for your applications. The latter is handy to have if you want to change the default language of, say, your

"DriveSlim catalogues files that might be taking up disk space unnecessarily, including large and duplicate files"

Drive Genius offers you the chance to explore detailed information about your hard disks and optimise their performance. Each tool is simple to access from a beautifully designed Quartz Extreme animated interface that can be turned to a static display if your Mac lacks processor power.

Testing, testing

Hooking up a variety of external disks to our test Macs, we used each of *Drive Genius*' tools to scan, repair and reformat them. We found **Repartition** effective, using it to resize a 279MB partition on the fly within minutes.

favourite word processor, but bloat your hard disk if you never use them. Similarly, *DriveSlim* offers to remove unused binaries from universal applications: the PowerPC ones if you have an Intel Mac, and the Intel ones if you're still using a PowerPC Mac. It's definitely a comprehensive set of options that allows you to fine-tune the settings to your liking. Using *DriveSlim* with the suggested default settings, we managed to identify 60GB of files on a 250GB external drive that could be archived without any detriment whatsoever.

Trevor Middleton



>> SYSTEM-WIDE TAGGING APPLICATION

Gravity Applications Tags

\$29 (£20) Keep track of files and cross-reference them with this robust tagging app

Tagging is the 'in thing', enabling you to group, catalogue and cross-reference items via keywords so you don't have to store them together. Particularly popular on sites such as Flickr, *Tags* brings robust tagging to Mac OS X.

The *Tags* interface is split into two components; a system-wide floating window triggered by a hot-key and the **Tag Manager**. On making a selection in a supported application, you type comma-separated tags, or choose from recent tags or favourites. On 'flipping' the window to

search mode, defined tags are used to retrieve and filter a list matching your query. The **Tag Manager** enables tags to be edited, flagged as favourites, and sent to *Finder*'s sidebar as **Smart Folders**.

Application support is strong; *Mail*, *iPhoto*, *Safari*, *Finder*, *Microsoft Office* and *Address Book* work nicely with *Tags*, but *iCal* and *Firefox* don't. However, the interface could be improved. The **Tag Manager** is clunky – the **Favorite** box isn't apparent and the inability to access **Quick Look** via the [Spacebar] is baffling.



Although the *Tags* interface is sometimes a bit clunky, it's easy to use.

Despite these minor misgivings and an optimistic price-point, *Tags* is worthy of consideration. It's good for drawing together information for projects, without physically

collecting files together, and as more apps take advantage of the OpenMeta tagging standard, *Tags* could become a Mac essential.

Craig Grannell

CONTACTS

Developer: Gravity Applications
Latest price on TechRadar
www.techradar.com/589932

REQUIREMENTS

OS: Mac OS X 10.5+

PROS & CONS

- ✚ Simple to learn and use
- ✚ Tag Manager enables edits
- ✚ Uses OpenMeta for tagging
- ⊖ UI is sometimes problematic

VERDICT

★★★★★

"Despite a quirky UI and minor app support issues, *Tags* is great for anyone with the tagging bug."

>> ANTI-THEFT SOFTWARE

Orbicule Undercover 3

\$49 (£27) Can this inexpensive package help retrieve your stolen Mac?

Having your Mac stolen can be heart-breaking, but if you have *Orbicule Undercover* installed, you've an excellent chance of tracking it down. This near-invisible anti-theft application contacts Orbicule's servers every six minutes while online, checking your unique ID against a list of stolen Macs. It's non-intrusive, using half the memory of a *Dashboard* widget and transmitting just 500 bytes. It's wiped by a clean install, but you can prevent this by password-protecting your firmware.

If your Mac's on the stolen-list *Undercover* kicks into action, taking snaps of your desktop and photos through your built-in or external iSight. The pictures here were taken using this process, and clearly identify the 'thief'. It also reports details of your Mac's current Ethernet and wireless addresses, internal and router IP addresses and best of all, its current location to around 20-30 metres. In testing, it identified the building ours was in. If this fails, you can switch to Plan B and fake a screen failure. When the thief sells the Mac or takes



Caught in the act! The iSight capture can show you who stole your Mac.

it in for repair, a message identifies it as stolen.

Undercover is easy to use – just install and forget. The information gleaned from a stolen Mac is comprehensive and the

thief/receiver won't know a thing. It's not vulnerable to false positives either, unlike recovery software that tries to guess when your Mac's been stolen.

Ian Osborne

CONTACTS

Developer: Orbicule, Inc
Latest price on TechRadar
www.techradar.com/589974

REQUIREMENTS

Processor: PPC or Intel Mac
OS: Mac OS X 10.4 or later
Disk space: 15MB

PROS & CONS

- ✚ Peace of mind
- ✚ Very small footprint
- ✚ Multiple anti-theft features
- ✚ Family and site licences available

VERDICT

★★★★★

"Undercover is Comprehensive, versatile and unobtrusive."



>> FILE BROWSER AND TAGGING APPLICATION

IroniC Software Leap 1.1.0

\$59 (£41) Find files fast and use tags to create user-defined item groups

CONTACTS

Developer: IroniC Software
Latest price on TechRadar
www.techradar.com/589676

SPECIFICATIONS

OS: Mac OS X 10.4.10

PROS & CONS

- ⊕ Fast, stable and efficient
- ⊕ Excellent tagging and search
- ⊕ Clear manual for beginners
- ⊖ A bit pricey and mouse-centric

VERDICT

★★★★★

"A unique and highly usable approach to searching and accessing content on your Mac."

The premise behind *Leap* is making it easy to find things, via a combination of filter-based searches and user-defined tagging. Using the crumb trail, you decide what to look for and where to look for it – for example, images in your home folder. *Leap's* display area then shows the selection, which can be refined by clicking filter-panel tags or location-panel folders. Preferences enable file-type groups to be defined, tags can then be applied to items via an inspector, and searches can be handily saved as bookmarks.

The advantages over *Finder* soon become clear. Search for Applications in *Anywhere* and you get a list of all installed applications. Apply tags and you can, say, see your web browsers in a couple of clicks, regardless of where they're stored. And this logic is app-wide: web designers can view every file in a site before drilling down via specific tags or folders; invoices can be tagged and filed, and then made accessible via a *Leap* bookmark; and every PSD on your Mac can be displayed in seconds via two pop-up menus.



See content from a selected folder and those nested within it.

Unlike *Path Finder*, *Leap* seems designed to work alongside *Finder* rather than replace it, and you need to exercise discipline regarding tagging to get the most out of it. But even in its default state, it works

wonders. Despite minor UI concerns and a slightly elevated price, it comes recommended, especially if you regularly work with myriad files and have a slapdash approach to filing. **Craig Grannell**

>> CREATIVE SUITE

BeLight Software Printfolio

\$90 (£49) A creative software suite that will cover all your essential design needs

CONTACTS

Developer: BeLight Software
Latest price on TechRadar
www.techradar.com/589659

SPECIFICATIONS

OS: Mac OS X 10.4 or higher
Hard drive: 204MB hard drive space

PROS & CONS

- ⊕ Comprehensive range of apps
- ⊕ Professional templates
- ⊕ Good integration with OS X apps
- ⊖ Bad export to other Printfolio apps

VERDICT

★★★★★

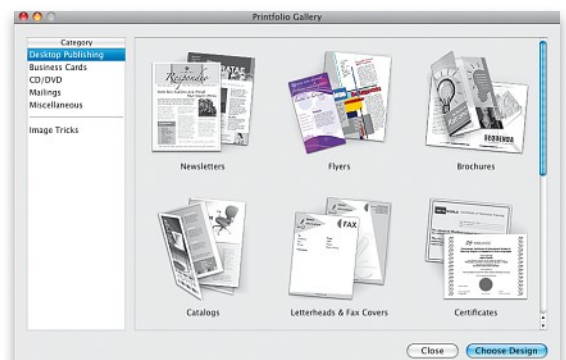
"An excellent suite of design apps, offering professional results at a hobbyist price."

BeLight's *Printfolio* is a comprehensive suite of creative design applications. As well as the individual apps, you also get a project-managing umbrella utility, which lets you switch between them as needed.

BeLight's design programs are ideal for the home user. *Swift Publisher 2* is great for creating newsletters, flyers, brochures and other desktop publishing projects. *Labels & Addresses* (reviewed in Issue 206) lets you print envelopes or stickers, importing addresses from

a number of apps such as Apple's *Address Book* or *Entourage*. *Disc Cover 2* is ideal for creating artwork for your CDs or DVDs, and *Business Card Composer 4* lets you design business cards and name badges. For generating art to use in your designs, *Image Tricks* is an image creator and editor and *Art Text 2* offers similar features for text and logos.

And then there's *Printfolio* itself, a launcher for the individual packages. Choose your project and *Printfolio* opens the relevant app. Having the *Printfolio* window open



Printfolio serves as a launcher for its individual design applications.

makes it easier to switch between programs – if you wanted to use a design you created in *Swift Publisher* on an envelope you created in *Labels & Addresses*, for example. Although you

can't export directly between apps. Individually, the programs would cost around \$175 (£95), so at less than £50, it's a bargain. **Ian Osborne**



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iPhone

>> MEET YOUR iPHONE EXPERT

Deputy Editor Christopher Phin knows more about the iPhone than any one man has the right to; this page is as much therapy as reviews.



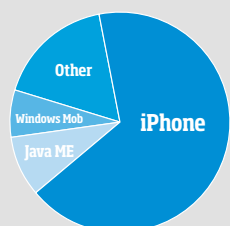
● SIMPLE GAMES ● ESSENTIAL UTILITIES ● INNOVATIVE APPS ● LATEST NEWS

NEWS IN BRIEF



A peek at the latest iPhone

Developers have had a preview of the next version of the iPhone OS, version 3.0. There was much emphasis on tools that could be used to enrich the iPhone - with support for hardware accessories, push, and new APIs. Also, end users will enjoy copy and paste, MMS, voice memos, a landscape keyboard, stereo Bluetooth audio streaming and system-wide Spotlight searching.



Mobile web monopoly

According to the latest figures from Net Applications, the iPhone dominates the market for mobile web browsing. While Windows Mobile accounted for 6.9% of the browsing market, Android for 6.26% and Symbian for 6.17%, the iPhone OS was responsible for an impressive 66.44% of internet on the go.

>> RAIL JOURNEY PLANNER

National Rail

£4.99 Comprehensive route planning and live departure boards

Many of us regularly travel by train. This might be as part of a commute or even just for fun, either way you'll know that our rail system is a difficult beast to get to grips with, and that trains are frequently delayed, making it easy to miss vital connections as well as important meetings.

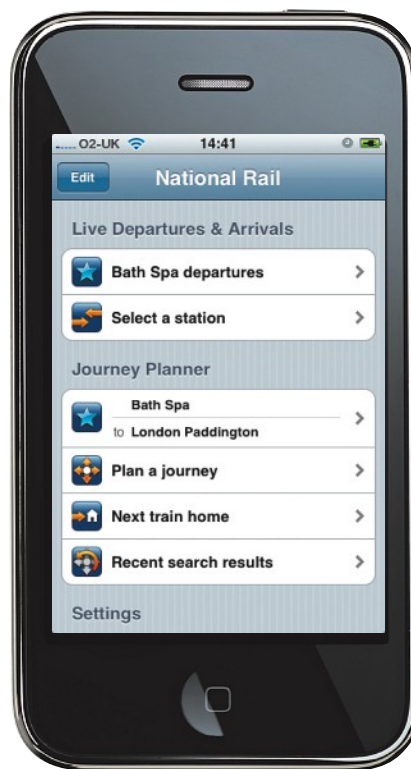
The solution to dealing with this is information. You need to be able to plan journeys efficiently and anticipate delays as far in advance as possible. You might already be used to using the National Rail Enquiries website for your planning, and

"[It] looks up your nearest station and checks the time of the next train you can catch home"

therefore familiar with its live departure boards to help you see when trains are running late. But now all that information is available straight from the horse's mouth with this, the official iPhone application. (It will work on an iPod touch, but its dependence on WiFi hotspots hobbles its usefulness, especially for status updates.)

When you first launch it, the app will prompt you to set your 'home' station based on your location. (You can also add other stations, as well as journeys.)

Planning a journey is simple and the live departures board is useful, showing a summary of the departing trains and any



delays, but also allowing you to tap on any service and see its progress. Annoyingly, there's no access to this information when you plan a journey, or indeed any way to access it when you're already on a train and want to check progress or upcoming stations, but it's nevertheless useful.

Our favourite feature is **Next train home** that looks up your nearest station and checks the time of the next train you can catch to your home station.

CONTACTS

Developer: Agant Ltd

<http://nationalrail.co.uk>

Available from the App Store

VERDICT

★★★★★

"A good app, though expensive, and there are some limitations. Consider buying now and hope for an update."

>> DOWNLOAD THESE APPS



You can download these apps from the iTunes Store on your Mac or from the App Store on your iPhone or iPod touch.

>>POPULARITY TRACKER

Ego

£1.19 Are you obsessive about your web stats?

All businesses know that it's vital to monitor how many people have visited their site; and for the rest of us, this info just strokes – or destroys – our ego. Either way, *Ego* aims to show these figures on a single, login-free screen.

It supports *Google Analytics* and *Mint*, and can report RSS subscriber numbers that are fed through the FeedBurner engine.

The data's not that granular (tap the module to cycle between visits today, this week, this month and this year) and it would have been good to tap a button to launch us into the tracking site proper. However, it's still a handy app and has been built in such a way that the developer can add support for other sites.



VERDICT

★★★★★

"Be it for your ego or your business, stat tracking has never been easier."

>>PUZZLE GAME

Zen Bound

**£2.99** Not really a game, more of an experience...

The iPhone is rapidly evolving into a compelling gaming platform, but every now and then a genre-defying app comes along that isn't quite a game in the traditional sense. *Zen Bound* is a perfect example, but it's fair to say that it's utterly pointless.

However, that misses the... point. The basic idea is that you rotate a wooden animal sculpture to wrap rope around it, coating it with paint as you do so. There's no timer, and, though you can't rotate the view itself, the act of spinning the sculpture with one or two fingers is calming.

It looks beautiful and the soundtrack is stunning. Blood-soaked shoot-'em-up it isn't, but it's all the better for it.



VERDICT

★★★★★

"Painting sculptures brings on a calming sense of achievement."

>>UNIT CONVERSION

Convertbot

59p The conversion app that glows with style

While we still love conversion app *Units*, this new tool from *Weightbot* developer Tapbots is nothing if not charming.

The interface is stunning, although it's not the most efficient way of picking unit types and units themselves. Regardless, it's pleasant to use; rotate the main dial to pick currency, weight, area or whatever, then tap to pick the from and to units; then enter the value you want to convert.

However, we found some units weren't supported – you can't convert hectares, for instance, and the list of currencies is small.

Still, these could be added later, and, in any case, most people should be satisfied with the supported units.



VERDICT

★★★★★

"A handy app, but check the supported units if you need something exotic."

>>PHOTOSHOP CONTROLLER

PhotoKeys

£2.39 A tool panel companion for Photoshop

This is ideal if you like the look of the Art Lebedev Maximus keyboard (www.artlebedev.com) but don't fancy spending \$1,700 (£1,183).

It's designed as a companion to *Photoshop* – we tested it with *CS4* – and gives you access to many of the tools and commands from the main screen (right) and the Edit screen, which controls selections, stroke and the like.

It works well, although the concept is a little flawed; with the iPhone's flat screen, you have to look carefully before you can stab at the correct button, and you can't edit the layouts.

The professionals should stick to learning the keyboard shortcuts, but it might help those coming fresh to *Photoshop*.



VERDICT

★★★★★

"A nice theory, but you'd be better simply learning keyboard shortcuts."

Shareware

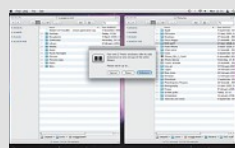
>> MEET YOUR MAC EXPERT

Shareware obsessive,
Craig Grannell has
more small apps
on his Mac than
Steve Jobs has
black polo necks.



● NEW RELEASES ● SMALL APPLICATIONS ● USEFUL UTILITIES ● TRUSTED REVIEWS

NEWS IN BRIEF



Fiwi power

Reviewed just three issues ago, Finder window manipulation application Fiwi (www.wordpower-software.com/WordPower/fiwi.html) is developing fast. The latest updates to the application are now fully Dock aware, and Tiger compatibility has been improved. For 99c (68p), it's well worth buying if you're after a quickfire, extremely affordable means of getting dual-pane views in Finder with a minimum of fuss.



Browser battles

The beta version of Safari 4 (www.apple.com) may be out, but Apple's not the only company unleashing new web browsers on the masses. The development of Google Chrome (www.google.com/chrome) continues for Mac, and initial reports are promising; meanwhile, indie newcomers, such as split-view Cruz, show there's competition for Apple.

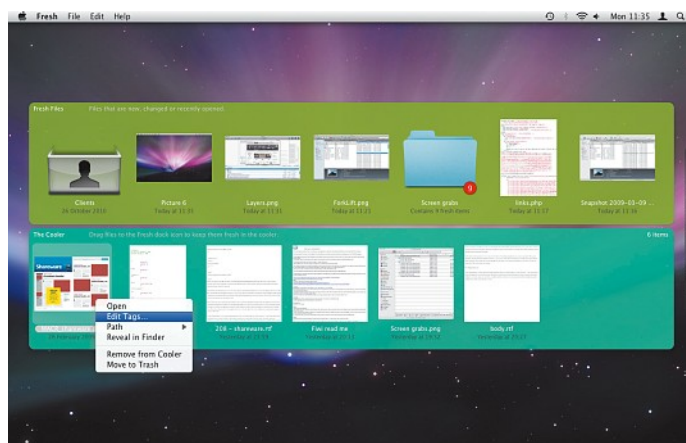
>> FILE FINDER

Fresh 1.1.1

\$9 (£6) Could this be the perfect application for finding recent files?

This application is a love letter to every Mac user who's ever downloaded a file and immediately forgotten where they put it. *Fresh* is also a godsend if you've created a document, saved it in the wrong place, closed the parent application, gone to lunch, and then returned to spend many frantic (and fruitless) minutes desperately trying to unearth the mislaid file.

Fresh's interface isn't the prettiest we've ever seen, but it is effective. On invoking the application, two zones are displayed. The top one, *Fresh Files*, shows files *Fresh* has identified as being new (such as items recently edited or downloaded, or attachments saved from *Mail*). It also



It's not easy being green, but *Fresh* does provide rapid access to recent documents.

"However, the speed, convenience and intelligence of Fresh soon had us eating our words"

updates rapidly – double-click a downloaded ZIP in the *Fresh Files* zone and the archive's contents will be shown immediately. The second zone is *The Cooler*, where you can drag items you want quick access to.

Items on both zones can be tagged and rated, making it easier to use *Fresh* or Spotlight to find them later on. The application also offers some customisation and depth. For example, zone contextual menus enable you to open, reveal or trash

an item, or to create on-the-fly exclusions of file-types or locations. The application's preferences enable settings to be further refined, and a global hot key for invoking *Fresh* to be defined. There's also a useful drop zone that can be toggled; when active, it sits at the right of the screen, enabling you to drag items for tagging or placing on *The Cooler*.

On first launching *Fresh*, we weren't particularly impressed. In fact, our initial thought was "what's the point?" – after all, the bulk of its functionality can be recreated via the *Recent Items* menu in *Finder* and a few *Smart Folders*. However, the speed, convenience and intelligence of *Fresh* soon had us eating our words, when we abruptly realised we were already using it regularly. *Fresh* had somehow sneaked into our workflow, even assisting us in collating content for this very review.

CONTACT INFO

Developer Ironic Software
www.ironicsoftware.com/fresh

VERDICT

★★★★★

"Fresh first appears an interesting curio, but rapidly becomes a key workflow component."

>>FILE MANAGER/FTP CLIENT

ForkLift 1.6

\$45 (£30) www.binarynights.com

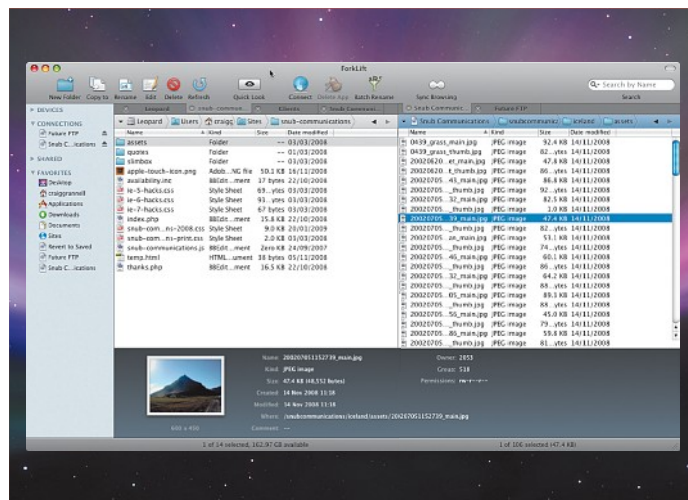
There is finally decent competition for *Transmit*. *ForkLift* is a fully-fledged FTP client, which doubles as a dual-pane file manager, with each pane offering individual tabs. The interface is honed and *iLife*-like, and although workflow differs from other FTP clients, *ForkLift* soon becomes second nature. Speed and stability were good

during testing, and remote file previews were rapidly displayed. Whether it can oust *Transmit* from our Macs remains to be seen, but it could be the one to do it.

VERDICT

★★★★★

"A bit pricey, but this FTP client and file manager is polished, usable and stable."



ForkLift is equally at home uploading files to servers and moving local documents.

>>SCREEN-GRAB APPLICATION

Layers 1.0.3

\$20 (£14) <http://layersapp.com/>

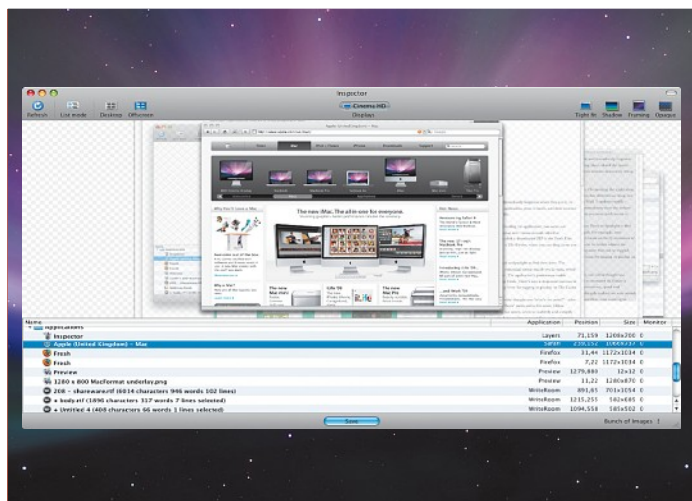
To stand out in a sea of screen-grab applications, *Layers* saves grabs as layered *Photoshop* documents. Each component is saved to a layer, and layers are placed in labelled groups. In the Inspector, framing and background opacity can be fine-tuned, and you can define whether the Desktop and shadows are shown. Multi-screen

setups are supported, and Inspector selections can be sent to individual image files. Although the user interface can confuse, the website's FAQ explains all.

VERDICT

★★★★★

"Seemingly from nowhere, here's the best screen-grab app on the Mac."



The Layers Inspector provides a huge amount of control regarding grabbed components.

>>APPLICATION SWITCHER

multiXFinder 0.3.1

£FREE www.jackoverfull.com

Mac OS 9's application switcher lived on the right of the menu bar, and provided a list of open applications. *multiXFinder* brings this option to Mac OS X.

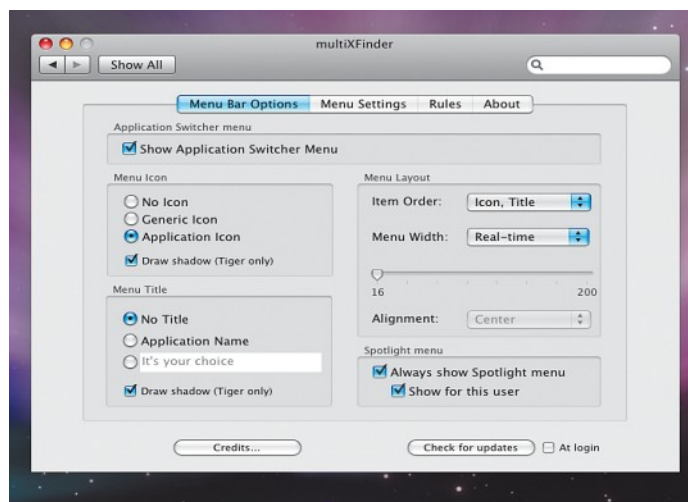
Configuration preferences for the list's appearance are available, along with Rules options for hiding apps, and focussing all of an application's windows on

switching to it. This might seem familiar, as *multiXFinder* is essentially *ASM* (reviewed in *MacFormat 190*), without access to Dock menu items.

VERDICT

★★★★★

"A serviceable app switcher. Access to Dock menu items would be good, though."



multiXFinder provides an alternative means of switching applications via the menu bar.

Games

>> MEET YOUR GAMES EXPERT

Andy Dyer is a true gaming legend, having worked on more games mags than he's had hot dinners. Now he gets his gaming fix on his beloved Mac and iPod touch.



● ACTION & ARCADE ● PUZZLE & STRATEGY ● ONLINE ADVENTURE ● iPHONE GAMES

NEWS IN BRIEF



Three out of four ain't bad

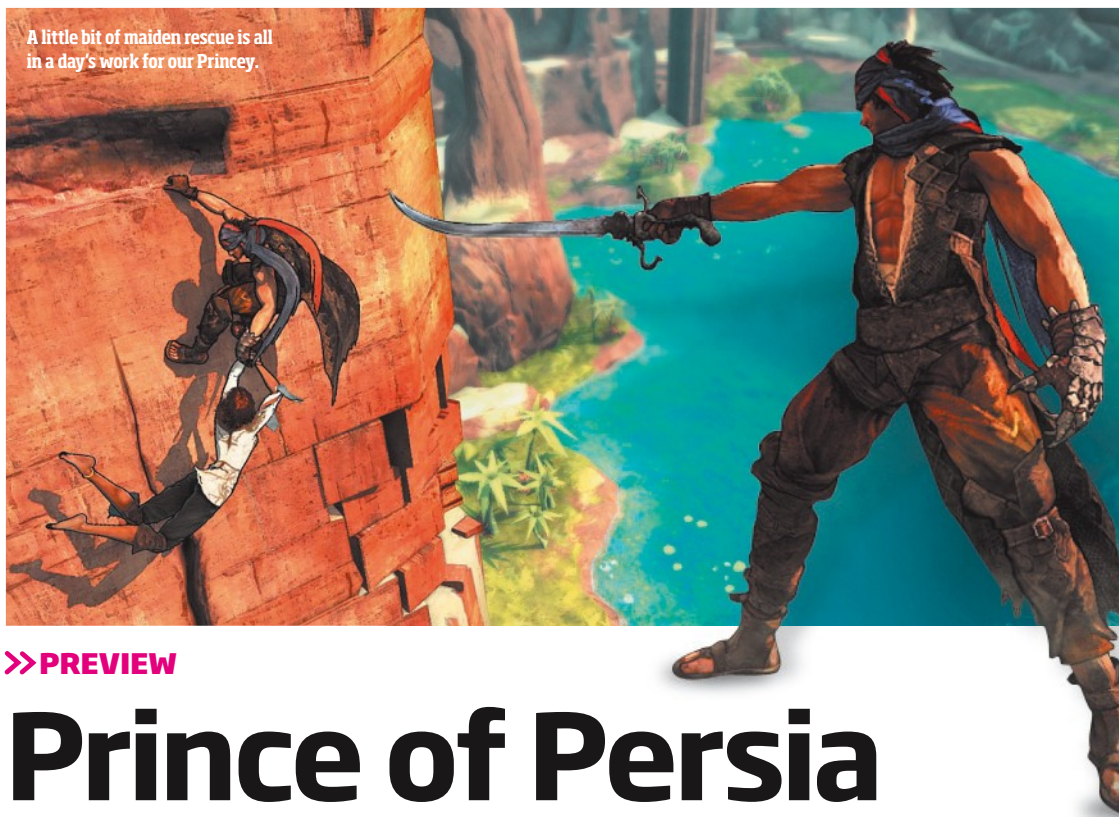
Feral Interactive has released its third Family Fun Pack. Feral (www.feralinteractive.com) claims it contains four superb games. We're not sure about Bionicle being that good, but superb's spot on when it comes to LEGO Star Wars II, Ford Racing 2 and Chessmaster 9000. A decent racing game, a sharp chess sim and a fantastic Star Wars spin-off is easily worth £40.



It simply is cricket

Mac-owning cricket fans have few options when it comes to indulging their leather-on-willow desires in virtual format. Good news then, because the developers of Cricket 3D have released version 4 of their take on the sport. This update includes lots of features that will appeal to the cricket 'barmy army'. Try a demo at Myweb.tiscali.co.uk/maccricket/.

A little bit of maiden rescue is all in a day's work for our Princey.



>> PREVIEW

Prince of Persia

Same name, different game - Prince of Persia gets reinvented...

Ubisoft has rebooted its prized *Prince of Persia* franchise. Such moves always carry risks, but judging by the reception the game got on its console and PC release, the decision is a sound one.

The Prince of old is replaced by a new prince who is up against an evil deity called Ahriman. This latest baddie, for reasons known only to himself, decides to hack down the tree of life and plunge the world into darkness. It's the job of the Prince and his sidekick Erika to restore the world to light. So in terms of the plot, this take on the *Prince of Persia* story is a little histrionic.

The platforming acrobatics of the *Sands of Time* trilogy remain in a much friendlier form. The Prince can still run, leap, wall climb and so on, but whereas before he would have to traverse long stretches before reaching a checkpoint, now the journey is less stressful.

"The Prince of old is replaced by a new prince who is up against an evil deity called Ahriman"

The developers have taken a tough challenge and reset the difficulty in order to include a new audience.

So, to recap on the standout features in advance of a full review next issue. New hero? Check. But he's not as charismatic as the old one. New look? Check. It's a fusion of realism and impressionistic flourishes. Fresh gameplay? Check. The Prince's stripped-down abilities married with Erika's complementary skills give the game a new emphasis. A return to the values of the original 80s game? Er, no. If you're hoping for a 2D platformer with rotoscoped characters and repeated death by spikes, forget it.

>>SPORT

Shaun White Snowboarding

\$30 (£20) The Flying Tomato is the star of this new snowboarding franchise

Shaun White, if you've not been paying attention to the international snowboarding scene over the past few years, is the flame-haired genius who dominates his sport. In the recent past, he has claimed Olympic gold and swept aside all challengers in the Winter Dew Tour, Winter X Games and TTR World Snowboard Tour. Heck, he's even grabbed a few medals in skateboarding along the way. What an intolerable over-achiever.

Unfortunately this, the first game to bear his name, isn't anything near as slick as the man himself. For one thing the game stutters, a lot. We tested it on an iMac 2.4GHz with a gigabyte of RAM, which should have been ample but even so, the game regularly stuck. It's not enough to ruin the experience, these freezes only last for a fraction of a second, but it's noticeable and a tad annoying.

Pulling tricks

The game also lacks focus. This is mainly due to the challenges being spread out over the vast expanse of the four featured mountains. On the

"The open spaces on the mountains make for perfect practice areas so you don't embarrass yourself in the actual events"

one hand, this is intentional and many gamers will enjoy the open-ended nature of the game. There is something appropriately chilled-out about mucking about on the slopes until you happen across a challenge and decide whether you want to take it on or not. The downside is that progression through the ranks is a bit piecemeal. Individual challenges have individual points targets and the opportunity to win medals, and this is very compelling as you repeatedly try to better your performance. But, as a whole, the game doesn't really take you on a journey.



If you fancy being adventurous just go off course and explore. You might even find a secret area.

Despite these problems, *Shaun White Snowboarding* still manages to be an enjoyable way to spend your time. Challenges take many forms and depending on the type can be either a single player or online multiplayer affair. Examples include Big Air, in which you try to pull off the most monumental single trick possible;

makes pulling off rudimentary tricks a breeze (as long as you have a proper controller, keyboard controls are not recommended) and the open spaces on the mountains make for perfect practice areas so you don't embarrass yourself in the actual events.

If this review sounds a bit contradictory, allow us to clarify the position. *Shaun White Snowboarding* is flawed. But it is an entertaining game. This is the birth of a new franchise, though, so forgive the wobbly start, enjoy all the good stuff, and look forward to the next step. ●

CONTACTS

Developer: Ubisoft
www.ubisoft.com

Vendor: GameTree Online
www.gametreelonline.com

REQUIREMENTS

Intel Core Duo Processor, 1024MB RAM, Mac OS X v10.5.6 Leopard or later, videocard: ATI X1600 or better, NVIDIA 7300GT or better, hard drive: 7.24 GB, controller recommended (Logitech Rumblepad 2 or Logitech Dual Action Controller)

PROS & CONS

- ✦ Four large venues
- ✦ Good soundtrack
- ✦ Nice control set-up
- ✦ Fun events
- Unfocused
- Suffers from a stutter

VERDICT

★★★★★

"It's not SSX or 1080, but Shaun White's videogame entry into snowboarding shows promise."

Perfect balance. Shaun would be proud. Just don't show them the 'after' shot.

JibFest, in which only rail and box tricks score points; Bordercross which involves finishing a course in the shortest time possible; and Death Race, again a race to the finish but one in which there are no real codes of conduct, so things can get messy. In addition, there are precision riding, slopestyle, half-pipe, freestyle, ground-tricking and airtime events.

Given the broad range of events and even broader range of tricks (it's like a foreign language to novices) you'd think the game would be impenetrable to beginners, but no. An eminently sensible control setup



>> BEAT-'EM-UP

Kung Fu Panda

\$30 (£20) A game of the film that's better than the film. There's a turn up...

CONTACTS

Developer: Activision
www.activision.com

Vendor: GameTree Online
www.gametreonline.com

REQUIREMENTS

Intel Core Duo Processor, 1024 MB RAM, Mac OS X 10.4.11 Tiger / Mac OS X 10.5.6 Leopard, ATI X1600, NVIDIA 7300 GT, or Intel GMA X3100 integrated graphics chip (Intel GMA950 not supported), 4GB hard-drive space, keyboard, mouse

PROS & CONS

- ⊕ True to the film
- ⊕ Variety of game styles
- ⊕ Amusing characters and cut
- ⊕ Mini games and collectibles
- ⊖ Too short
- ⊖ Some camera issues

VERDICT

★★★★★

"A short but entertaining family game that places good design ahead of its source material."

Hang on for dear life. That croc is out to snap your furry behind.

The chances are that if you're one of the people who went to see *Kung Fu Panda* at the cinema (and there are quite a few of you judging by worldwide box office takings in excess of \$600 million), you'll be absolutely delighted by this videogame spin-off. Despite the movie's commercial success, it was, if we're perfectly honest, a rather average film, making this release that rarest of things: a game that's better than the movie on which it's based.

Game critics have rightly pointed out that *Kung Fu Panda* is a little too short for its own good, and these criticisms are justified given that the entire 14 levels can be played through in just a few hours. But to be fair to the developers, while it lasts, *KFP* exhibits a wealth of creative ideas and added extras that are rarely found in licensed games.

Mix 'n' match

At its core this game is a fairly unexceptional but solid wandering beat-'em-up. Whether you're playing as Po the Panda or one of the other characters (Shifu, the diminutive Kung Fu master being a favourite) the aim is to take on waves of attacking enemies by using a combination of ground attacks, jumping attacks and rush attacks as well as being able to pick up staves with which to fight.



Po the panda fantasises about taking on his larger-than-life opponents with his limited skills.

But this foundation of combat is embellished with many other game styles and one-off set pieces. When Po is rescued by a crane (of the bird variety) the player takes control of the feathered saviour and has to avoid the attacks of a vicious crocodile. Many sections throw up platforming challenges of surprising variety,

There's even a level in which Po has to do his signature rolling move, travelling up and down chutes in order to gain momentum, like a mad half-pipe challenge without the snow.

It's an entertaining mix of challenges that keeps you amused throughout the course of the game, which makes it doubly frustrating

"Sections throw up surprising challenges featuring rope ladders, sinking lily pads, trampolines and exploding fireworks"

featuring (as they do) rope ladders, branches on which to swing, sinking lily pads, trampolines and boxes of exploding fireworks.

Occasionally, there's a boss fight and even these are impressively varied. A giant wooden, axe-wielding training machine requires great dexterity. Other bosses consist of choreographed fights, viewed from various dramatic angles, the player's input being restricted to hitting button combinations accurately and quickly in the designated order, similar in style to the gameplay you'd find in a rhythm action game.

that the main story mode is over so quickly. To counter this there are plenty of collectibles to make the levels worth a replay. Also, in a fit of generosity, the developers have included unlockable minigames, several of which take the form of *Smash Brothers* fighting mash-ups, while others deliver more unexpected treats like picture-matching games and *Jewel Quest*-style puzzles.

We wouldn't encourage serious grown-up gamers to buy *Kung Fu Panda* just for themselves, but as a family purchase, it'll put a smile on the faces of young and old alike. ●



>>IPHONE SHOOTER

Metal Gear Solid Touch

£3.49 The legendary game hits the iPod touch, but what's missing?

The *Metal Gear* franchise is synonymous with stealth-based gameplay. So, it is odd that this instalment in the series ditches the stealth remit almost entirely in favour of first-person-style shooting action.

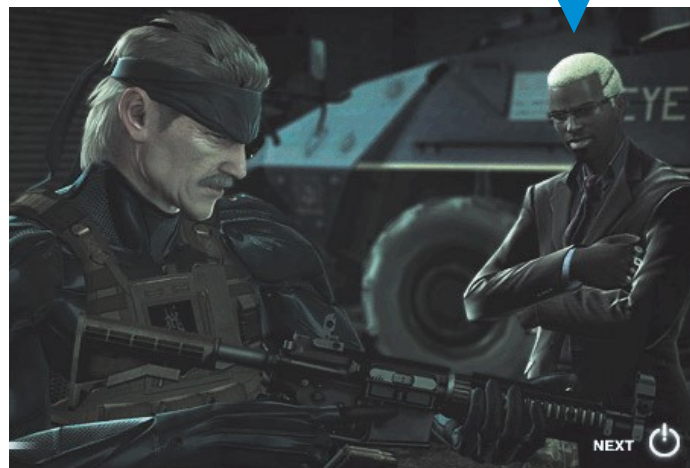
On one level *MGS Touch* stays true to its roots, specifically in its high production values and long, but interesting, cut scenes. And in this respect followers of the series will lap it up. And to be fair the gameplay itself, involving picking off distant enemies with various guns, sniper rifles and the like is solidly entertaining.

But surely the fanbase (and we include ourselves in this) would have been better served by a collection of puzzle-like challenges based on the VR missions found in previous chapters, rather than the derivative blasting action seen here. It's an enjoyable game, but at the same time a somewhat troubling dereliction of duty on the part of the developers. ●

VERDICT

★★★★★

"Polished and fun. But this isn't anything like the Metal Gear game we hoped for."



It looks great but we like our Metal Gear Solid with a bucketload of stealth guaranteed.



Put your iPod touch's accelerometer to the test in this hugely enjoyable racing game.

>>IPHONE RACING

Aqua Moto Racing

£1.19 Dip a toe into the choppy waters of jetski racing

Motor sport has yet to find its feet on the touch, but while *Aqua Moto Racing* is not destined to become the definitive iPod racing experience, it certainly presses the right buttons.

The iPod's accelerometer is perfectly employed in steering your jetski, while touch spots at the bottom of the screen enable you to apply brakes and boosts as required. The 18 courses are simple

and nicely designed, and the difficulty level is spot-on, allowing you to progress easily through the initial levels, but throwing up decent challenges later in the seven championships provided. ●

VERDICT

★★★★★

"Aqua Moto delivers solid racing thrills together with intelligent use of the accelerometer."



Just hang in there. This frustrating little game will also provide you with hours of fun.

>>IPHONE ARCADE

Sway

£2.99 A dose of good old-fashioned hangin' around

This appears to be a game of true originality. That's not to say it's a work of genius – it's pretty short lived and the control system can be frustrating – but it's a game unlike any other and its ingenious design is clearly a product of the iPod touch screen's unique characteristics.

It's like a platform game, but rather than standing on the platforms, your character hangs

from them. Your thumbs control the swing and grip of your character as he traverses the scenery collecting stuff, ultimately getting to the exit. It's tough, rewarding, sweet and annoying... ●

VERDICT

★★★★★

"A frustrating but rewarding game. And you won't have played its like before."

GROUP TEST

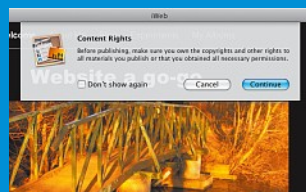


We put six web-building apps through their paces, but which one will emerge unscathed?
Illustration by a.K.a

>>ENTRY-LEVEL WEB DESIGN APPS

Online design

Craig Grannell discovers which entry-level web-design app is best for getting sites online – fast!



>>EXPERT TIP

Many people incorrectly think that the web is a free for all and that online content can be repurposed. However, you should only upload content you have the rights to – as several of the apps will warn prior to publishing.

The web has come a long way in a short space of time. Today, many people live huge amounts of their lives online, engrossed in social networking, consuming news and media, and shopping via thousands of online retailers.

Although the likes of Flickr and Facebook can provide you with an online home of sorts, they're akin

to lending a helping hand, their interfaces are often alien, and working online can be slow, due to connection speeds. Also, many of these services churn out unimpressive results.

Instead, you're better off working with a dedicated desktop-based application, and we've brought together six leading Mac-based examples for this group test.

"Although Flickr and Facebook can provide you with an online home... you can't do anything about the décor"

to renting a flat from a really strict landlord. You can hang your pictures on the wall, but can't do anything about the décor – and knocking down some walls is totally out of the question. However, create your own website and you can do whatever you like with it.

Unfortunately, web design can be complex, and although online website creation services exist to

lend a helping hand, their interfaces are often alien, and working online can be slow, due to connection speeds. Also, many of these services churn out unimpressive results. Instead, you're better off working with a dedicated desktop-based application, and we've brought together six leading Mac-based examples for this group test. Since this test is centred around beginners, we're placing firm emphasis on usability and speed. We'll look at how easy the tools are to use, and whether any bundled templates are visually pleasing, flexible and relevant. And we'll also find out whether our half-dozen chosen apps are suitable for getting galleries, blogs and more online with the minimum of effort. ▶

On test this issue



Apple iWeb £69
(as part of iLife '09)



Karelia
Sandvox £42



Realmac Software
RapidWeaver £59



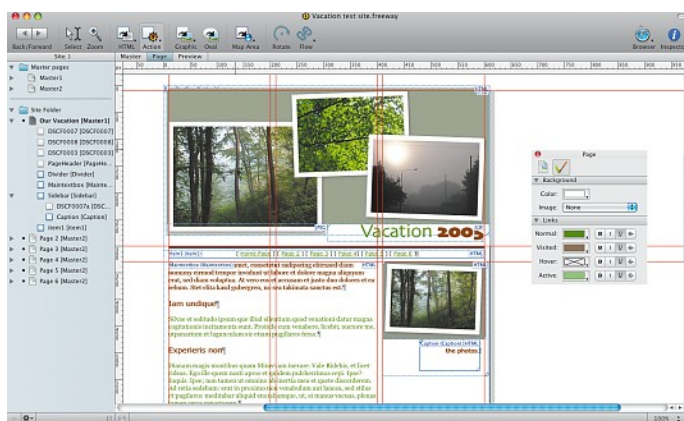
Softpress Freeway
Express £47



The Escapers
Flux £40



XtraLean Software
ShutterBug £29



Freeway strives to mimic QuarkXpress, making it too complex for absolute beginners.

»»TEST ONE

Ease of use

How easy is it to get your site online?

There's stark contrast between the user-friendly apps on test and those that are more impenetrable. Of the latter, *Freeway Express* and *Flux* want to be *QuarkXPress* and *Coda*, respectively, and are too complex for beginners, while *ShutterBug's* esoteric interface is hard to love and often unforgiving.

At the other end of the scale, *iWeb* is a huge success. It's everything you'd expect from an Apple application - the clean interface, with large icons, straightforward sidebars and usable inspectors, is a joy to use. *iWeb* is very occasionally awkward, but mostly works in exactly the way you'd expect, and in a very

'Mac' manner. *Sandvox* is similarly accessible and intuitive, aping *iWeb's* clean, efficient style.

RapidWeaver also takes a modern Mac-like approach, and is mostly intuitive, despite offering more under-the-hood power than *iWeb* and *Sandvox*. However, we weren't keen on the split between editing content and visual previews, preferring the 'live' editing of the other leading apps.

»»TEST RESULTS

iWeb	★★★★★
Sandvox	★★★★★
RapidWeaver	★★★★★
Freeway Express	★★★★★
Flux	★★★★★
ShutterBug	★★★★★

»»TEST TWO

Templates

How do the bundled templates and themes shape up?

Unfortunately *ShutterBug* and *Freeway Express* offer rather dated templates, but the other four applications provide a good, varied and modern selection. Although some templates are more specific and limited than others, every one of these applications provides at least a handful of smart generic themes that you can use as the basis for a wide variety of sites. With the exception of *Flux* and *Freeway*, themes are switchable, and *iWeb* curiously enables you to apply an individual theme to each page.

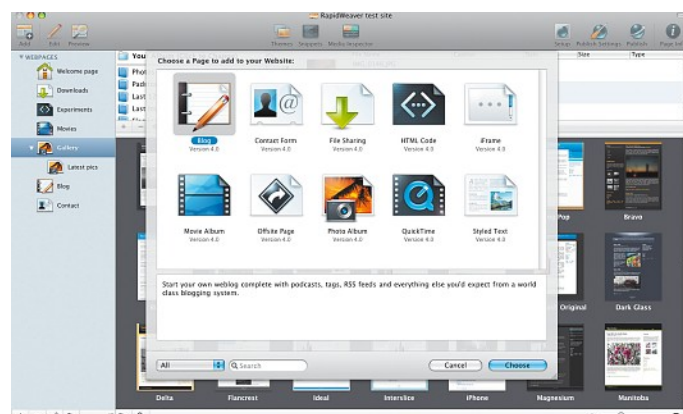
iWeb, *RapidWeaver* and *Sandvox* also go the extra mile in another way, providing pre-set page types,

such as galleries and blogs. *iWeb* makes more effort regarding interesting layout variations (*Sandvox* and *RapidWeaver's* are more rigid and uniform), but lacks a contact-form page type.

Some customisation is also available, although complex templates often suffer when tinkered with. *RapidWeaver's* ability to save custom styles for templates is welcome, however.

»»TEST RESULTS

iWeb	★★★★★
Sandvox	★★★★★
RapidWeaver	★★★★★
Freeway Express	★★★★★
Flux	★★★★★
ShutterBug	★★★★★



RapidWeaver provides an ample selection of pre-set page types to add to your website.

»»HOW WE TESTED / STARTING FROM SCRATCH WITH WEB DESIGN

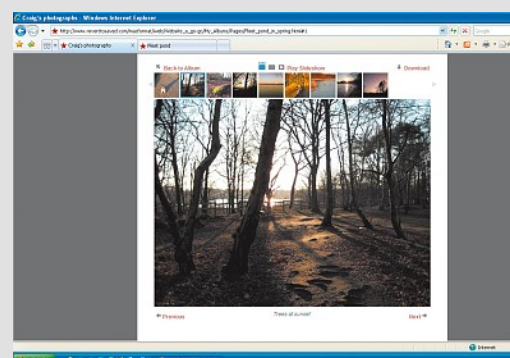
With the applications on test being wildly different in terms of interface, features and templates, it wasn't possible to test each one in an identical fashion. However, as far as possible, the processes we used were the same throughout.

First and foremost, help files were only used as a last resort. Most home users aren't terribly excited about wading through manuals and want to get stuck in. As far as we're concerned, the basic functionality of an entry-level web-design app should facilitate this and, as far as possible, be obvious in how it works.

In terms of sites, various templates were explored and basic sites built. The main emphasis was on

creating galleries from iPhoto albums, checking out any available automated blog functionality, and then seeing what further features each application offered, such as contact forms and video embedding.

Our primary test machine wasn't an all-singing-all-dancing Mac, but a slightly beaten up MacBook, because most home users won't have the latest kit. We also wheeled out a PC, because Internet Explorer for Windows remains the most popular web browser. However, we're pleased to report that all apps on test seem to output widely compatible sites, with only one of the Flux templates having minor layout issues in Internet Explorer.



For a full workout we tested pages with Internet Explorer on a PC.

>>TEST THREE

Adding images

Is it easy to import and edit images?

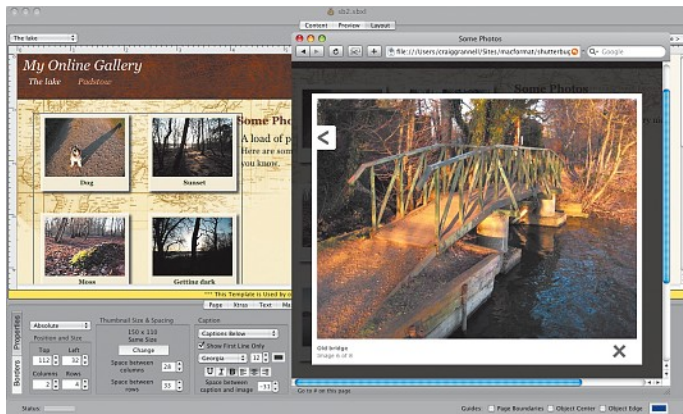
When it comes to helping photographers *Flux* and *Freeway Express* do very little, and *RapidWeaver* also disappoints in this area. Although it integrates nicely with *iPhoto*, the resulting galleries are divorced from the layout, and *RapidWeaver's* Flash slideshows aren't terribly impressive. *Sandvox* also comes a little unstuck – although gallery setup is simple (drag and drop from the Media palette into a Photo Album page) and display options plentiful, the resulting galleries are dull.

For images, *iWeb's* the clear winner. Integration with *iPhoto* is first rate, and plentiful options for gallery layout and thumbnail

decoration are provided and easily applied. The optional slideshow is also impressive. However, *ShutterBug* comes a close second. Although it can't compete with *iWeb* regarding gallery appearance, *ShutterBug* betters it in slideshow functionality, even offering a LightBox overlay option when thumbnails are clicked. Both it and *iWeb* also provide tools for fine-tuning images.

>>TEST RESULTS

iWeb	★★★★★
Sandvox	★★★★★
RapidWeaver	★★★★★
Freeway Express	★★★★★
Flux	★★★★★
ShutterBug	★★★★★



ShutterBug is only just pipped to the post by iWeb, when it comes to image options.



iWeb offers the prettiest-looking blogs and also posts updates on Facebook for you.

>>TEST FOUR

Blogs and media

Adding automated blogs and embedding videos

Sadly, *Freeway Express* and *Flux* barely acknowledge time-based media and ignore blogs entirely. Given the popularity of these things, such exclusions are problematic. And while *ShutterBug* can attach video, the process is convoluted.

The remaining applications all offer video integration and blogging to some degree. *iWeb's* blogs are the prettiest, and the RSS feed is dealt with flawlessly. Podcast and movie page types are also available, as is a user-friendly YouTube widget. *iWeb* can also announce updates on Facebook, which is a nice touch.

By comparison, *Sandvox's* blog pages are plain and the system for

creating them basic, but, importantly, commenting functionality is built in and simple to use. YouTube and other video pages also exist, although, again, the results look a little bland.

RapidWeaver's penchant for pop-up video-windows irks, but it matches *iWeb* in terms of blog functionality, if not layout, and betters it for tagging, also offering strong RSS and permalink support.

>>TEST RESULTS

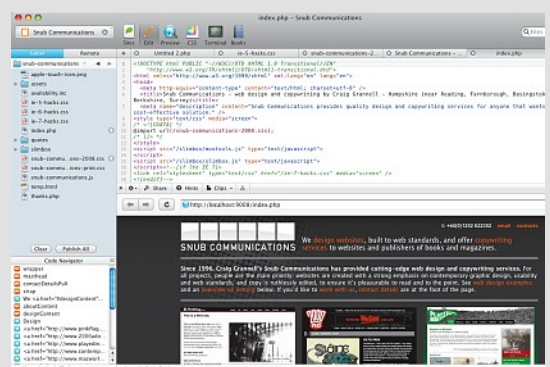
iWeb	★★★★★
Sandvox	★★★★★
RapidWeaver	★★★★★
Freeway Express	★★★★★
Flux	★★★★★
ShutterBug	★★★★★

>>GO PRO / TAKING THE NEXT STEP IN THE WORLD OF WEB DESIGN

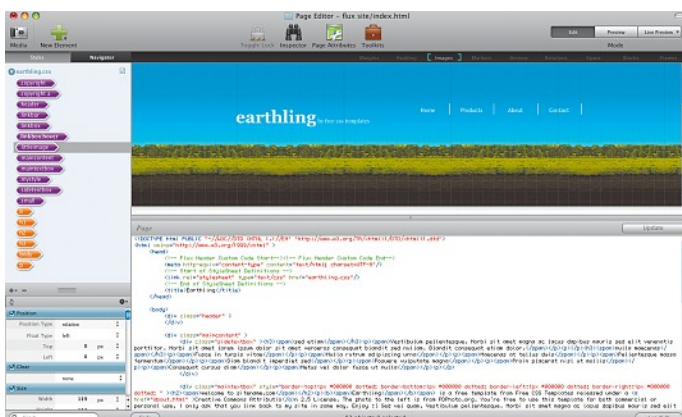
For many people, applications explored in this group test will be enough, but others will want the flexibility to create exactly the site they want, from the ground up, or to further tinker under the bonnet, creating increasingly elaborate and complex sites.

The Mac is well catered for when it comes to such software, the most well-known of which is stalwart Adobe Dreamweaver. Although CS4 was something of a lacklustre update, Dreamweaver remains the only Mac software to fully marry coding and WYSIWYG (What You See Is What You Get) web design; it also provides scope for creating complex database-driven solutions, but at nearly £400, it's certainly not cheap.

Elsewhere, smaller companies have created remarkable applications for anyone keen to get down and dirty with code. BBEdit and TextMate are capable text editors with strong web-design tools, but Panic's Coda takes top prize. Its combination of streamlined workflow, honed user interface and simple publishing makes it a no-brainer for code-oriented Mac-based web designers. And for fans of CSS, MacRabbit's CSSEdit is the best application on any platform for working with that technology. With its live preview function, enabling you to easily override live sites with local CSS documents, the €30 (£28) price-point rapidly proves to be a fantastic bargain.



To impress with your website be prepared to tinker under the bonnet.



Flux enables you to code directly but unfortunately comes with a shoddy user interface.

»»TEST FIVE

Flexibility

Can you bend the applications to your will?

Entry-level tools are often considered 'locked down', and that's largely true of *ShutterBug*, which proves limited in functionality. *Flux*, despite enabling you to code directly, presents a barrier via shoddy UI elements and a lack of automated functions. *Sandvox* is rigid in dealing with layout and page components, but it at least benefits from useful extra page types, including contact forms and download pages.

iWeb is more versatile than many give it credit for – layouts can be heavily modified, and perceived holes can be plugged via output from a vibrant developer community. The same is even truer

of *RapidWeaver*, which has a slew of extras available. Crucially, it also enables more experienced designers to create HTML/PHP pages, vastly increasing scope, and bettering *iWeb*'s comparatively limited HTML widget.

Freeway Express also impresses: it may not be easy to use, nor offer drag-and-drop components, but layout is unrestricted, and HTML can be embedded.

»»TEST RESULTS

iWeb	★★★★★
Sandvox	★★★★★
RapidWeaver	★★★★★
Freeway Express	★★★★★
Flux	★★★★★
ShutterBug	★★★★★

»»TEST SIX

Publishing

How easy is it to upload and update your site?

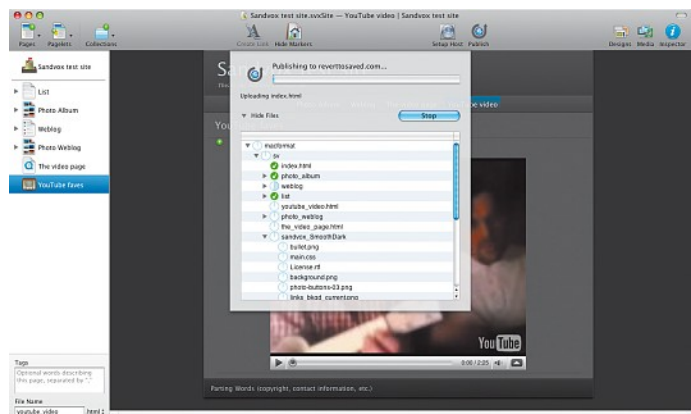
Our benchmark for publishing was strict: straightforward configuration; the ability to use MobileMe or FTP; a means of publishing to a local folder and previewing a site locally prior to upload; incremental publishing when few changes have been made; and a progress meter.

Flux hit us with bugs and a bizarre interface, and *Freeway* rattled along slightly unintuitively, but every other app impressed, bar the occasional cryptic error from *iWeb* when something wouldn't upload. However, Apple's app's clear configuration screen and large Publish Site button ensured the good far outweighed the bad.

Sandvox and *RapidWeaver* beat *iWeb*, though. Both offer superior local previews to *iWeb*, and each has a unique and extremely clear means of showing upload progress: *RapidWeaver* offers an almost ostentatious animated sheet, showing files flash before your eyes as they upload, and *Sandvox* provides a sheet with collapsible lists that detail progress on a per-component basis.

»»TEST RESULTS

iWeb	★★★★★
Sandvox	★★★★★
RapidWeaver	★★★★★
Freeway Express	★★★★★
Flux	★★★★★
ShutterBug	★★★★★



Sandvox impresses when it comes to publishing, with a clear upload progress meter.

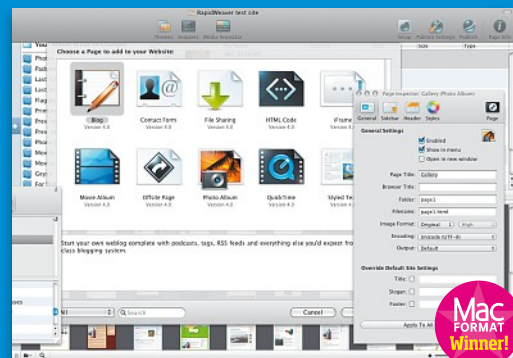
»»THE WINNER / REALMAC SOFTWARE RAPIDWEAVER

It's important to reiterate that this conclusion and our ratings are based on the suitability of these applications for beginners. To that end, three apps can be immediately dismissed: *Flux*, despite its templates, wants to be Coda and is too complex, as is *QuarkXPress* for web wannabe *Freeway Express*. Meanwhile, *ShutterBug*'s lack of user-friendliness and range counts against it, although if you're only interested in web photo galleries it's worth a look.

Of the remaining three, each application has its pros and cons. *iWeb* '09 is fantastic for galleries, has great templates, and enables you to get a site online fast, but it's a bit inflexible and has curious omissions

(not least the inability to import *iWeb* sites from another Mac). *RapidWeaver* feels the most grown-up of the apps on test, and offers an excellent range of features, but comes unstuck with rather poor galleries and a slightly awkward editing mechanic. *Sandvox* sits between the two, with fewer restrictions than *iWeb*, but also less class.

By a nose, *RapidWeaver* takes the gold. It's easy enough to use for a beginner, but offers great value in its scope for expansion. However, *Sandvox* also comes recommended, and if you're a dedicated *iLife* user primarily looking to get galleries online, *iWeb* will be enough for your needs.



RapidWeaver wins the race as the perfect app for the novice.

ENTRY-LEVEL WEB DESIGN APPS / AT A GLANCE



Apple iWeb '09

★★★★★



Karelia Sandvox

★★★★★



RealMac Software RapidWeaver 4.2.1

★★★★★

SPECIFICATIONS			
Price	£69 (as part of iLife '09)	\$59 (£42)	£59
Latest price on TechRadar	www.techradar.com/587632	www.techradar.com/587664	www.techradar.com/587724
URL	www.apple.com/uk/	www.karelia.com	www.realmacsoftware.com
System requirements	Mac OS X 10.5.6	Mac OS X 10.4 or later	Mac OS X 10.5
Built-in themes	28	56	41
Import existing sites	No	Own sites	Own sites
Automated galleries	Yes	Yes	Yes
Blogs	Yes	Yes	Yes
Edit in place	Yes	Yes	No
Local preview	Partial	Yes	Yes
Publishing options	FTP, MobileMe, folder	FTP, MobileMe, folder, WebDAV	FTP, MobileMe, folder (as export)

ENTRY-LEVEL WEB DESIGN APPS / AT A GLANCE



Softpress Freeway Express 5.3.2

★★★☆☆



The Escapers Flux 1.4.91

★★★☆☆



XtraLean Software ShutterBug

★★★★★

SPECIFICATIONS			
Price	£47	£40	\$40 (£29)
Latest price on TechRadar	www.techradar.com/587735	www.techradar.com/587763	www.techradar.com/587755
URL	www.softpress.com	www.theescapers.com	www.xtralean.com
System requirements	Mac OS X 10.4	Mac OS X 10.4.9 or later	Mac OS X 10.3.9 or later
Built-in themes	16	10	26
Import existing sites	Own sites, partial others	Yes	Own sites
Automated galleries	No	No	Yes
Blogs	No	No	No
Edit in place	Yes	Yes	No
Local preview	Partial	Yes	Partial
Publishing options	FTP, MobileMe, folder	FTP, MobileMe, folder (via save)	FTP, MobileMe, folder, WebDAV

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prizes and a
range of inspiring
new categories



Kah Kit Young

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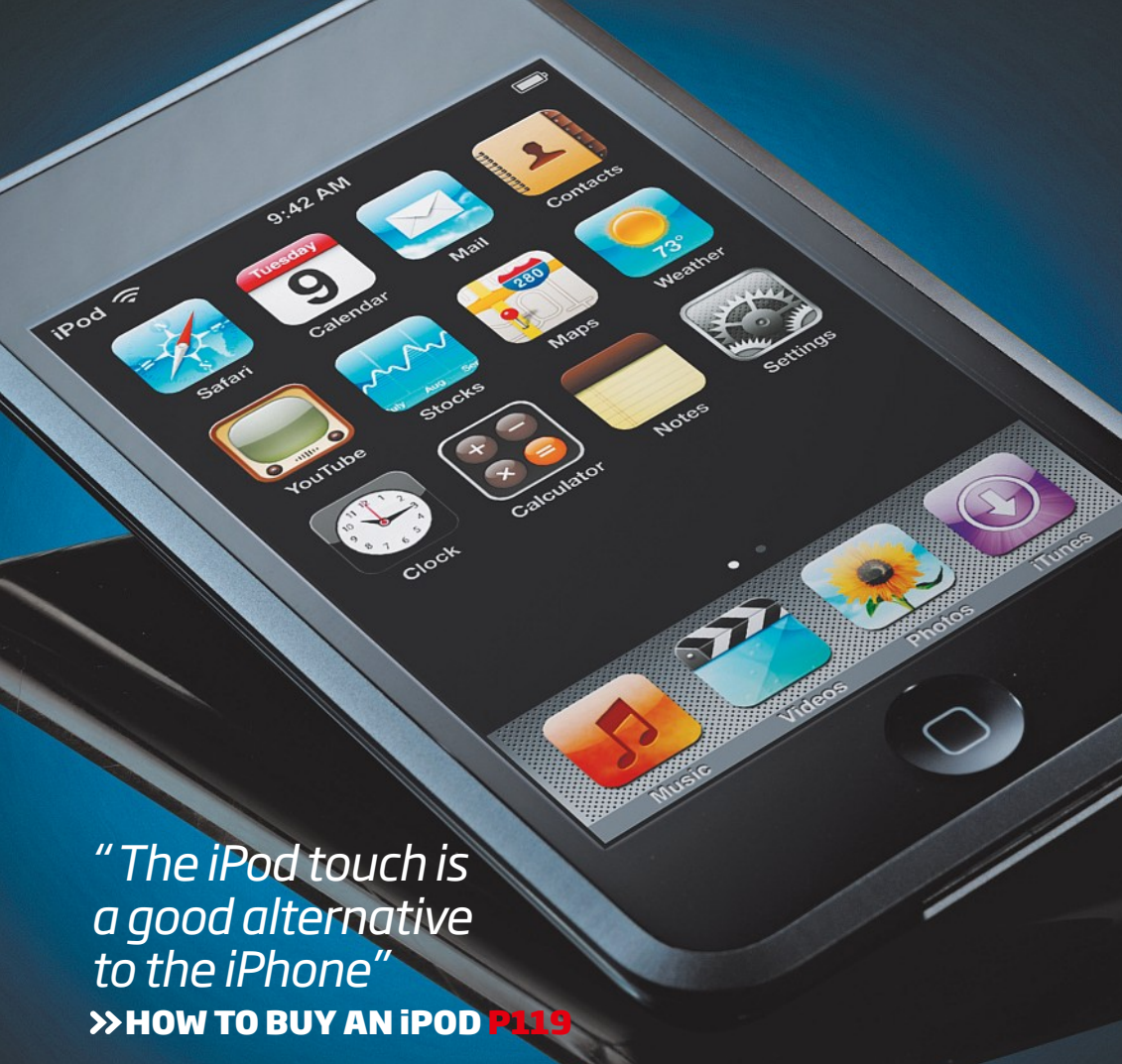
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skyARTS

 The
Royal
Photographic
Society



"The iPod touch is a good alternative to the iPhone"

» **HOW TO BUY AN IPOD** **P119**

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Buyers' Guide

- DESKTOPS
- LAPTOPS
- IPODS
- IPHONES
- SOFTWARE



Graham Barlow
Editor

As the Editor of *MacFormat*, there's one question I get asked regularly: "When is the best time to buy a new Mac?" The truth is, nobody really knows. When you buy a new Mac you always risk Apple announcing a newer, faster version - usually for the same price, a few short weeks later. You're then left owning a machine that has already been superseded. Sadly there's not much you can do to prevent this because Apple doesn't let anyone

know about new products before its official announcements - not even us. It's worth checking the Apple rumour websites on the week of your purchase, but remember that they are still rumours.

When people ask me if they should buy a new Mac, my advice is always to go for it. Even if a newer version comes out (which will happen eventually anyway), you'll still own a great Mac that will do everything you want it to for many years to come, so just enjoy it.

» BUYING ADVICE YOU CAN TRUST

Our mission is to ensure that when you buy a Mac-related product, you are completely informed about its best and worst features.

We have a cast-iron policy of editorial independence.

For the latest prices and full review see the TechRadar URL listed next to each review.

How to buy a new Mac

Not sure which Mac to buy? We'll help you make the right choice



>>> DID YOU KNOW THIS?

The Mac Pro uses the Quad-Core Intel Xeon "Nehalem" processor. It makes 8MB of fully shared L3 cache available to the processor core.

You'll no doubt have read the reviews this issue on Apple's updated Macs, starting on p82. All Apple desktops were updated last month and the 15-inch MacBook Pro also saw a slight speed boost. Apple's entry-level Mac, the Mac mini, had a long-overdue upgrade, with more power, hard drive space and RAM. You now have the choice of a 120GB or 320GB hard drive with 1GB or 2GB RAM respectively. With prices starting from £499, it's a great Mac to switch to from a PC.

"Desktop Macs are more powerful, but if you need to use your Mac on the go, Apple's laptops certainly won't leave you disappointed"

The all-in-one iMac has updated processor speeds, RAM and hard drive space up to 1TB. They're perfect for graphic design or using the great *iLife* apps, and there's plenty of space to save your masterpieces. And not to be left out, the Mac Pro now comes as either Quad-Core or 8-Core, offering the most powerful Mac to date.

Desktop Macs are more powerful, but Apple's laptops won't leave you disappointed, either.

Making your mind up

All Macs come with Intel Core 2 Duo chips, as a minimum, meaning that whichever Mac you choose you know it will be powerful. So now you need to choose whether you need a laptop or a desktop. If you work on the move then you need a laptop.

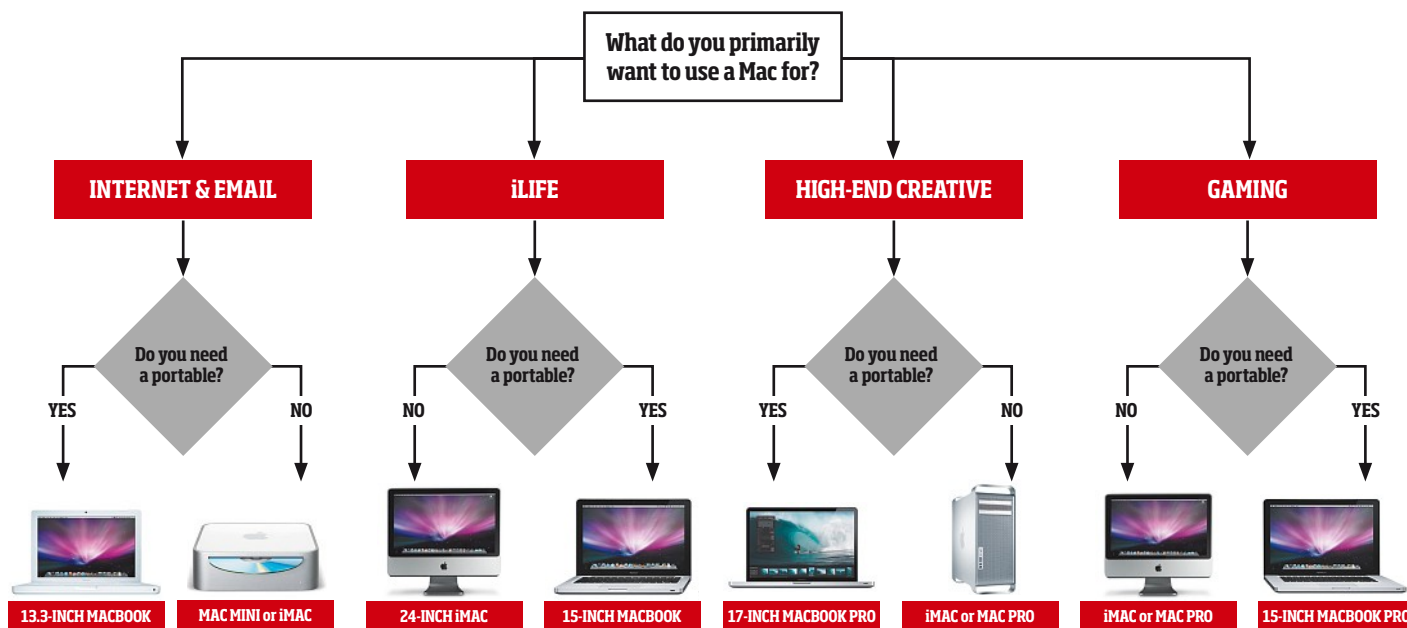
Laptop choice is between the MacBook Pro, MacBook and MacBook Air. The MacBook starts at £719 with the white 13-inch version, and is great for less intensive work, such as the *iLife* apps. The aluminium 13-inch MacBook (starting at £929) has the same screen size but a glossy screen, a bigger hard drive and faster memory. The 2.4GHz model (at £1,125) has an even bigger hard drive and an illuminated keyboard, so when the ambient light dims, the keys light up.

As its name suggests, the MacBook Pro, starting at £1,369, is for more processor-hungry work like video-editing or running 3D programs, as they run at higher speeds and have a faster hard drive. The 2.66GHz 17-inch version now lasts up to eight hours on one single battery charge, so it's even better for working on the move than ever before. The MacBook Pro is great



Apple offers three choices of desktop Mac. The Mac mini may look tiny, but it packs a punch.

>> CHOOSING A MAC / WHICH ONE IS RIGHT FOR YOU?



for designers needing that extra power and storage space. Finally, the thin and light MacBook Air lacks ports and a built-in DVD drive, but it's ideally suited to a regular business traveller who takes advantage of wireless networking. An external SuperDrive will set you back an extra £64.

The MacBook Pro is available in two 15-inch configurations with either 2.4 or 2.66GHz processors, and there's a 17-inch 2.66GHz version, too. You can upgrade the 2.66GHz Pro to 2.93GHz for an extra £206. The MacBook and MacBook Air have 13-inch screens.

Mac desktops

If a laptop isn't for you, you have the choice of a Mac mini, iMac or Mac Pro. If you're on a budget or desk space is limited, go for a Mac mini. For £499 you get a 2.0GHz machine with 1GB RAM and 120GB hard drive, or a 2.0GHz with 2GB RAM and 320GB hard drive for £649. You will need to provide a monitor, keyboard and mouse, though.

The iMac comes in four flavours: 20-inch 2.66GHz, 24-inch 2.66GHz, 24-inch 2.93GHz or 24-inch 3.06GHz with a 1TB hard drive, from £949. These all-in-ones almost rival a Mac Pro, although for really intensive work you will need to buy Apple's high-end Mac. With a basic spec of one Quad-

"The 2.66GHz 17-inch MacBook Pro lasts up to eight hours on one charge, so it's even better for working on the move than ever before"

Core 2.66GHz Intel Xeon processor, there's nothing you can't throw at a Mac Pro. With numerous configuration options, you can be sure that the Mac you order is built to your requirements. Prices start from £1,899, but with the options of 32GB RAM upgrades and larger hard drives, you could spend an absolute fortune. If you opt for a Mac mini or Mac Pro, you'll need a display, and Apple's Cinema Displays are ideal, with the 30-inch HD display at £1,173 or the 24-inch LED display at £635.

All Macs come with Mac OS X 10.5 Leopard and the new *iLife '09* suite. ●



>> DID YOU KNOW THIS?

Although Apple's aluminium MacBooks lack a FireWire port, you still get one included with the cheaper £719 white MacBook.



The latest portable Macs come complete with a gorgeous and hard-wearing aluminium finish.

Your choice of Apple gear

Let us help you make the right purchase

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20-inch 2.66GHz

£949

2.66GHz Intel Core 2 Duo
20-inch glossy widescreen
(1,680x1,050 pixels)
2GB RAM (2x 1GB DDR3 SDRAM)
320GB hard drive
8x double-layer SuperDrive
(DVD±R DL/DVD±RW/CD-RW)
NVIDIA GeForce 9400M
with 256MB DDR3 memory
4x USB 2.0 ports; 1x FireWire 800
Ships with Mac OS X Leopard,
iLife '09, Front Row, Photo Booth,
Mighty Mouse and keyboard

24-inch 2.93GHz

£1,499

2.93GHz Intel Core 2 Duo
24-inch glossy widescreen
(1,920x1,200 pixels)
4GB RAM (2x 2GB DDR3 SDRAM)
640GB hard drive
8x double-layer SuperDrive
(DVD±R DL/DVD±RW/CD-RW)
NVIDIA GeForce GT 120 with 256MB
of GDDR3 memory
4x USB 2.0 ports; 1x FireWire 800
Ships with Mac OS X Leopard, iLife '09,
Front Row, Photo Booth, Mighty
Mouse and keyboard



iMac

Updated
March
2009

24-inch 2.66GHz

£1,199

2.66GHz Intel Core 2 Duo
24-inch glossy widescreen
(1,920x1,200 pixels)
4GB RAM (2x 2GB DDR3 SDRAM)
640GB hard drive
8x double-layer SuperDrive
(DVD±R DL/DVD±RW/CD-RW)
NVIDIA GeForce 9400M
with 256MB DDR3 memory
4x USB 2.0 ports; 1x FireWire 800
Ships with Mac OS X Leopard, iLife
'09, Front Row, Photo Booth, Mighty
Mouse and keyboard

24-inch 3.06GHz

£1,799

3.06GHz Intel Core 2 Duo
24-inch glossy widescreen
(1,920x1,200 pixels)
4GB RAM (2x 2GB DDR3 SDRAM)
1TB hard drive
8x double-layer SuperDrive
(DVD±R DL/DVD±RW/CD-RW)
NVIDIA GeForce GT 130 with 512MB
of GDDR3 memory
4x USB 2.0 ports; 1x FireWire 800
Ships with Mac OS X Leopard, iLife '09,
Front Row, Photo Booth, Mighty
Mouse and keyboard



>>> DID YOU KNOW THIS?

The speedier new Mac mini now has five USB 2.0 ports and one FireWire 800 port.

2.0GHz 120GB

£499

2.0GHz Intel Core 2 Duo
1GB RAM (1x 1GB DDR3 SDRAM)
120GB Serial ATA, 5,400 rpm
hard drive
3MB shared L2 cache
NVIDIA GeForce 9400M with
128MB of shared DDR3 SDRAM
8x double-layer SuperDrive
(DVD±R DL/DVD±RW/CD-RW)
AirPort Extreme (802.11n)
1x FireWire 800 port; 5x USB 2.0
Ships with Mac OS X Leopard, iLife '09
and Mini-DVI to DVI adaptor



Mac mini

Updated
March
2009

2.0GHz 320GB

£649

2.0GHz Intel Core 2 Duo
2GB RAM (2x 1GB DDR3 SDRAM)
320GB Serial ATA, 5,400 rpm
hard drive
3MB shared L2 cache
NVIDIA GeForce 9400M with
256MB of shared DDR3 SDRAM
8x double-layer SuperDrive
(DVD±R DL/DVD±RW/CD-RW)
AirPort Extreme (802.11n)
1x FireWire 800 port; 5x USB 2.0
Ships with Mac OS X Leopard,
iLife '09 and Mini-DVI to DVI adaptor

13-inch white 2.0GHz

£719

13.3-inch glossy widescreen, 1,280x800 pixels
2.0GHz Intel Core 2 Duo
3MB shared L2 cache
2GB RAM (2x DDR2 SDRAM)
120GB Serial ATA, 5,400rpm
8x SuperDrive (DVD±R DL/DVD±RW/CD-RW)
NVIDIA GeForce 9400M with 256MB shared DDR3 SDRAM
Built-in iSight video camera, AirPort Extreme and Bluetooth 2.0



Updated
January
2009

13-inch 2.0GHz

£929

13.3-inch LED-backlit glossy widescreen 1,280x800 pixels
2.0GHz Intel Core 2 Duo
3MB shared L2 cache
2GB RAM (2x DDR3 SDRAM)
160GB Serial ATA, 5,400rpm
8x SuperDrive (DVD±R DL/DVD±RW/CD-RW)
NVIDIA GeForce 9400M with 256MB shared DDR3 SDRAM
Built-in iSight video camera, AirPort Extreme and Bluetooth 2.0
Mac OS X 10.5 Leopard

13-inch 2.4GHz

£1,125

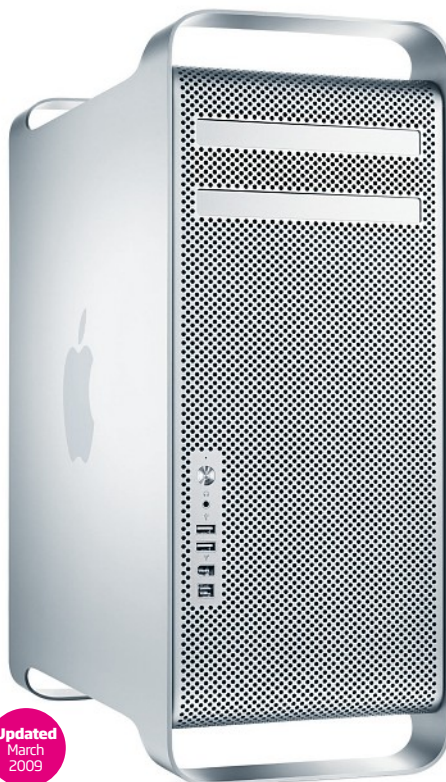
13.3-inch LED-backlit glossy widescreen 1,280x800 pixels
2.4GHz Intel Core 2 Duo
3MB shared L2 cache
2GB RAM (2x DDR3 SDRAM)
250GB Serial ATA, 5,400rpm
SuperDrive 8x (DVD±R DL/DVD±RW/CD-RW)
NVIDIA GeForce 9400M with 256MB shared DDR3 SDRAM
Built-in iSight video camera, AirPort Extreme and Bluetooth 2.0
Mac OS X 10.5 Leopard

MacBook

Quad-Core

£1,899

2.66GHz Quad-Core Intel Xeon
3GB RAM (3x 1GB DDR3 ECC SDRAM)
NVIDIA GeForce GT 120 with 512MB of GDDR3 with Mini DisplayPort and dual-link DVI video output
640GB 7,200-rpm Serial ATA 3Gb/s
18x SuperDrive with double-layer support (DVD±R DL/DVD±RW/CD-RW)
3x open full-length PCI Express 2.0 expansion slots
5x USB 2.0; 4x FireWire 800 ports
Apple keyboard and Mighty Mouse



Updated
March
2009

8-Core

£2,499

2x 2.66GHz Quad-Core Intel Xeon
6GB RAM (6x 1GB DDR3 ECC SDRAM)
NVIDIA GeForce GT 120 with 512MB of GDDR3 with Mini DisplayPort and dual-link DVI video output
640GB 7,200-rpm Serial ATA 3Gb/s
18x SuperDrive with double-layer support (DVD±R DL/DVD±RW/CD-RW)
3x open full-length PCI Express 2.0 expansion slots
5x USB 2.0; 4x FireWire 800 ports
Apple keyboard and Mighty Mouse

Mac Pro

MacBook Air



Updated
October
2008

13-inch 1.6GHz

£1,271

13.3-inch LED-backlit glossy widescreen 1,280x800 pixels
1.6GHz Intel Core 2 Duo processor
2GB DDR3 SDRAM
120GB 4,200-rpm SATA hard drive
Built-in 802.11n WiFi and Bluetooth 2.1 + EDR
NVIDIA GeForce 9400M with 256MB shared DDR3 SDRAM
Mac OS X Leopard
1x USB 2.0 port
Micro DVI port
MagSafe power adaptor

13-inch 1.86GHz

£1,761

13.3-inch LED-backlit glossy widescreen 1,280x800 pixels
1.86GHz Intel Core 2 Duo processor
2GB DDR3 SDRAM
128GB solid-state drive
Built-in 802.11n WiFi and Bluetooth 2.1 + EDR
NVIDIA GeForce 9400M with 256MB shared DDR3 SDRAM
Mac OS X Leopard
1x USB 2.0 port
Micro DVI port
MagSafe power adaptor

15-inch 2.4GHz

£1,369

15.4-inch LED-backlit glossy widescreen 1,440x900 pixels
2.4GHz Intel Core 2 Duo
3MB shared L2 cache
2GB (2x 1GB DDR3 SDRAM)
250GB, 5,400rpm Serial ATA
SuperDrive 8x (DVD±R DL/DVD±RW/CD-RW)
NVIDIA GeForce 9400M + 9600M GT with 256MB GDDR3 memory
Precision aluminium unibody
Mac OS X Leopard and iLife '09
1x FireWire 800, 2x USB 2.0 ports

15-inch 2.66GHz

£1,712

15.4-inch LED-backlit glossy widescreen 1,440x900 pixels
2.66GHz Intel Core 2 Duo
6MB shared L2 cache
4GB (2x 2GB DDR3 SDRAM)
320GB, 5,400rpm Serial ATA
SuperDrive 8x (DVD±R DL/DVD±RW/CD-RW)
NVIDIA GeForce 9400M + 9600 GT with 512MB GDDR3 memory
Precision aluminium unibody
Mac OS X Leopard and iLife '09
1x FireWire 800, 2x USB 2.0 ports



Updated
March
2009

17-inch 2.66GHz

£1,949

17-inch hi-resolution glossy widescreen 1,920x1,200 pixels
2.66GHz Intel Core 2 Duo with 6MB shared L2 cache
4GB (2x 2GB DDR3 SDRAM)
320GB 5,400rpm Serial ATA
SuperDrive 8x (DVD±R DL/DVD±RW/CD-RW)
NVIDIA GeForce 9400M + 9600 GT with 512MB GDDR3 memory
Precision aluminium body
Mac OS X Leopard and iLife '09
1x FireWire 800, 3x USB 2.0 ports

MacBook Pro



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"The iPod touch has a generous screen, and paired with Apple's Multi-Touch gesture-based interface, it's simply a joy to use"

How to buy an iPod

The iPod family has never looked better; we help you find your ideal model

Which iPod you choose depends a lot on what kind of person you are. If your music library is small – look at the bottom of your iTunes window when you're clicked on **Library** – you can get away with a cheaper device, but if you have a generous collection you'll need to make some tough choices.

While most of us only listen to a fraction of our music – thanks to Playlists and Smart Playlists, and the iPod shuffle's Autofill – many prefer being able to carry their whole collection with them. If you have a large library, the only practical choice if you're one of the latter types is the iPod classic; it's the only iPod in Apple's current line-up to use a hard disk rather than flash-based storage, and while this does come at the expense of resilience – anecdotally at least, most iPod repairs are necessitated by a failed hard disk – you get phenomenal bang for buck. The 120GB iPod classic is 21 times cheaper per GB than the 1GB

iPod shuffle. Also available is a new 4GB shuffle, in black or silver, which introduces the VoiceOver technology. This enables the iPod to tell you what song is playing, who's performing it and what your playlist is called.

Slimline nano

The best compromise is the iPod nano. The tall, slimline nano has a 2.5-inch screen, which is still too small to watch anything more than a music video or video podcast, but it's crisp and the 8GB and 16GB capacities are sufficient. The choice of colour is vast, and there's a nano for everyone.

The iPod touch is in another league. It has a generous screen, and paired with Apple's innovative Multi-Touch gesture-based interface, it's a joy to use. It boasts WiFi, can browse the web and manage email. It can run third-party apps, available from the App Store, and its new, low price makes it great value. See the box opposite for a comparison with the iPhone. ●



iPod classic

iPod classic 120GB

£175

Up to 30,000 songs
Up to 25,000 photos
Up to 150 hours of video
Available in black and silver
2.5-inch screen
320x240 pixels
Battery lasts up to 36 hours (audio)
Battery lasts up to 6 hours (video)
103.5x61.8x10.5mm
140g

iPod shuffle 4GB

£59

Up to 1,000 songs
No ability to display photos or videos
Available in silver and black
No screen
VoiceOver technology enables iPod to talk to you
Battery lasts up to 10 hours (audio)
45.2x17.5x7.8mm
10.7g



iPod shuffle

iPod shuffle 1GB

£31

Up to 240 songs
No ability to display photos or videos
Available in silver, blue, green, pink and (PRODUCT) RED
No screen
Battery lasts up to 12 hours (audio)
27.3x41.2x10.5mm
15.6g





iPod nano

Updated
September
2008

iPod nano 8GB

£107
Up to 2,000 songs
Up to 7,000 photos
Up to 8 hours of video
Available in silver, black, purple, blue, green, yellow, orange, pink and PRODUCT (RED)
2-inch diagonal screen
320x240 pixels
Battery lasts up to 24 hours (audio)
Battery lasts up to 4 hours (video)
90.7x38.7x6.2mm
36.8g

iPod nano 16GB

£146
Up to 4,000 songs
Up to 14,000 photos
Up to 16 hours of video
Available in silver, black, purple, blue, green, yellow, orange, pink and PRODUCT (RED)
2-inch diagonal screen
320x240 pixels
Battery lasts up to 24 hours (audio)
Battery lasts up to 4 hours (video)
90.7x38.7x6.2mm
36.8g

iPhone 3G

Updated
June
2008



iPhone 3G 8GB

From £FREE + contract
Up to 1,750 songs, 10,000 photos, or 10 hours of video
Available in black
3.5-inch screen
320x480 pixels
WiFi (802.11b/g)
Quad-band GSM, tri-band 3G
Assisted GPS
Bluetooth 2.0 + EDR
Battery lasts up to 24 hours (audio)
Battery lasts up to 7 hours (video)
Battery lasts up to 10 hours (talktime)
300 hours (standby)
115.5x62.1x12.3mm, 133g

iPhone 3G 16GB

From £FREE + contract
Up to 3,500 songs, 20,000 photos, or 20 hours of video
Available in black or white
3.5-inch screen
320x480 pixels
WiFi (802.11b/g)
Quad-band GSM, tri-band 3G
Assisted GPS
Bluetooth 2.0 + EDR
Battery lasts up to 24 hours (audio)
Battery lasts up to 7 hours (video)
Battery lasts up to 10 hours (talktime)
300 hours (standby)
115.5x62.1x12.3mm, 133g



Updated
September
2008

iPod touch

iPod touch 8GB

£165
Up to 1,750 songs
Up to 10,000 photos
Up to 10 hours of video
Available in black
3.5-inch screen
320x480 pixels
WiFi (802.11b/g)
Nike + iPod support
Battery lasts up to 22 hours (audio)
Battery lasts up to 5 hours (video)
110x61.8x8mm
120g

iPod touch 16GB

£214
Up to 3,500 songs
Up to 20,000 photos
Up to 20 hours of video
Available in black
3.5-inch screen
320x480 pixels
WiFi (802.11b/g)
Nike + iPod support
Battery lasts up to 22 hours (audio)
Battery lasts up to 5 hours (video)
110x61.8x8mm
120g

iPod touch 32GB

£283
Up to 7,000 songs
Up to 25,000 photos
Up to 40 hours of video
Available in black
3.5-inch screen
320x480 pixels
WiFi (802.11b/g)
Nike + iPod support
Battery lasts up to 22 hours (audio)
Battery lasts up to 5 hours (video)
110x61.8x8mm
120g

iPhone vs iPod touch

Of course, the iPhone is not just a phone - it's also a fantastic iPod. Steve Jobs even called it the best iPod Apple has ever made. At 8GB, 16GB and 32GB, it's not particularly capacious, which is annoying as the glorious 3.5-inch screen just calls out for you to load it up with bulky video files. So far, it's identical to the iPod touch, but there are some key differences.

The obvious one, of course, is that the iPod touch doesn't have the ability to make phone calls. Fair enough, you might think, but remember that this also means that, unlike with the iPhone, iPod touch users won't have access to the internet - browsing, updating weather and stock widgets and sending and receiving email - when out of range of a WiFi hotspot.

The payoff (literally) is that an iPhone will cost you a lot more. You will either have to take out an 18-month contract with O2, or buy it as a pay-as-you-go phone from £342.50 (more than double the outlay cost of the 8GB iPod touch).

You do miss out on some stuff - the touch lacks the iPhone's (admittedly poor) camera, though the second generation model does at least have a low-powered speaker and physical volume controls.

The updated iPhone 3G is not only faster than the original - twice as quick in Apple's testing - but it also includes proper GPS; the iPod touch can only triangulate from WiFi nodes.

Finally, iPod touch owners usually have to pay for software upgrades, too, something iPhones get for free.

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BUYERS' GUIDE

KEYBOARDS & MICE

Apple Keyboard



★★★★★

Price: £28 Reviewed: Issue 187

Web: www.apple.com/uk

Full review: www.techradar.com/53747

Key specs: 2x USB 2.0 ports; slimline at 11x1x33cm; requires Mac OS X 10.4.10

- Superslim; faster USB ports; easy to keep clean; comfortable to use
- May prefer wireless version that's also available

"The Apple keyboard is sleek, ergonomic and has extra keys. You'll never go back to your old keyboard."

Apple Wireless Keyboard ★★★★★



Price: £48 Reviewed: Issue 189

Full review: www.techradar.com/53760

Key specs: Bluetooth; Exposé/Dashboard shortcuts

- Stunning; wireless; easy to type on; compact
- Needs Mac OS X 10.4.10 to work

Microsoft Mobile Memory ★★★★★



Price: £50 Reviewed: Issue 190

Full review: www.techradar.com/217353

Key specs: Wireless; 1GB memory; RF/Bluetooth

- Innovative cable design; rechargeable; 1GB
- Odd acceleration behaviour

ALL-IN-ONES

Canon PIXMA MP620



★★★★★

Price: £108 Reviewed: Issue 202

Web: www.canon.co.uk

Full review: www.techradar.com/477048

Key specs: Printer (9,600x2,400dpi, 5-ink printing); scanner (2,400x4,800spi); 150 sheets in rear tray and 150 in cassette

- Great print quality; easy to use; good value for money
- WiFi needs to be set up over USB

"The mix of stellar print quality and intelligent design decisions means that the Canon MP620 is a great buy."

Canon PIXMA MP610 ★★★★★



Price: £87 Reviewed: Issue 149

Full review: www.techradar.com/203068

Key specs: Printer/scanner/copier; 2,400x9,600dpi

- Good quality scans and prints; lots of features
- Slow duplex printing

Canon PIXMA MX700 ★★★★★



Price: £199 Reviewed: Issue 191

Full review: www.techradar.com/218276

Key specs: Printer, scanner, copier, fax, OCR

- Good quality scans and prints; lots of features
- No duplex

DISPLAYS

Apple Cinema Display



★★★★★

Price: £1,173 Reviewed: Issue 155

Web: www.apple.com/uk

Full review: www.techradar.com/133337

Key specs: 30-inch screen, 2,560x1,600, 16.7 million colours, DVI display, 2x USB 2.0 ports, 2x FireWire 400

- Superb image; even illumination; built-in hubs
- Need a lot of room to house it!

"Apple has really pulled off a trick with its Cinema Display. Clarity, brightness, contrast and sharpness are top-notch."

Sharp Aquos LC32X20E ★★★★★



Price: £517 Reviewed: Issue 194

Full review: www.techradar.com/256594

Key specs: 32-inch LCD TV; 1,920x1,080 res

- Great Mac and TV picture quality
- Need a lot of room to house it!

Apple 24-inch LED Cinema ★★★★★



Price: £635 Reviewed: Issue 205

Full review: www.techradar.com/500220

Key specs: 24 inches; 1,920x1,200 pixels

- Oozes quality all round
- Expensive and Mini DisplayPort only

SPEAKERS

Ferguson Hill FH007



★★★★★

Price: £396 Reviewed: Issue 186

Web: www.fergusonhill.co.uk

Full review: www.techradar.com/98316

Key specs: 2x high frequency horns; 2x bass speakers; 7Hz-20KHz (+/- 5dB); 8 ohms; 4x 16W RMS

- Great value; fabulous sound; easy to use and set up; stunning and strong
- Take up lots of desk space

"The stunning-looking FH007 system from Ferguson Hill redefines the concept of multimedia speakers for your Mac."

Acoustic Energy Aego-M ★★★★★



Price: £124 Reviewed: Issue 191

Full review: www.techradar.com/100419

Key specs: Twin satellites; 90 RMS output

- Look great; easy to use and set up; superb sound
- Not many extra features

Creative Gigaworks T20 II ★★★★★



Price: £60 Reviewed: Issue 205

Full review: www.techradar.com/500205

Key specs: 14 watts RMS; 50Hz-20KHz

- Superb, room-filling sound; solid construction
- Slightly unnatural bass response

BUYERS' GUIDE

>> DIGITAL CAMERAS

Fujifilm FinePix F50fd



★★★★★

Price: £120 **Reviewed:** Issue 197
Web: www.fujifilm.co.uk
Full review: www.techradar.com/71926
Key specs: 12MP; 35-15mm, f/2.8-8 lens system; 1/1.6-inch sensor size; 3x optical zoom; 8.2x digital zoom; image stabilisation

- Great value; top low-light performance; easy to use; looks good
- Guilty of over-sharpening fine detail

"This is a cracking all-rounder with superb low-light performance. The FinePix F50fd is £120 well spent."

Canon EOS 40D ★★★★★



Price: £560 **Reviewed:** Issue 188
Web: www.techradar.com/69985
Full review: www.techradar.com/69985
Key specs: 10.1MP; DIGIC III and 14-bit processing
 ➤ Lots of megapixels; wider ISO range; useful extras
 ➤ Some idiosyncratic functions

Pentax Optio M50 ★★★★★



Price: £89 **Reviewed:** Issue 197
Web: www.techradar.com/414376
Full review: www.techradar.com/414376
Key specs: 8MP; 5x optical/5.2x digital zooms
 ➤ Easy to use; great picture quality; good price
 ➤ Slow lens; not great in low-light conditions

>> DIGITAL VIDEO CAMERAS

Samsung VP-HMX 20C



★★★★★

Price: £498 **Reviewed:** Issue 202
Web: www.samsung.com/uk
Full review: www.techradar.com/528224
Key specs: 2.7-inch LCD; movie capture at 2.1MP and still image at up to 4MP; HD lens delivering 10x optical and 10x digital zoom

- Good screen; lightweight; offers full HD resolution
- Really need to shop around to find affordable price

"This lightweight HD camera captures high-quality video and still images. Its 80GB internal memory is a plus point."

Canon HV30 ★★★★★



Price: £599 **Reviewed:** Issue 201
Web: www.techradar.com/468942
Full review: www.techradar.com/468942
Key specs: HDV; DIGIC II processor; MiniDV/SD card
 ➤ Superb stills & video; better than HDD
 ➤ Cumbersome to use

Canon HG10 ★★★★★



Price: £540 **Reviewed:** Issue 190
Web: www.techradar.com/216960
Full review: www.techradar.com/216960
Key specs: HD; 15hrs storage; 10x optical zoom
 ➤ Superb images; native support for iMovie '08
 ➤ Ergonomic mistakes; opaque menu system

>> ROUTERS/NETWORKING

AirPort Extreme Base



★★★★★

Price: £139 **Reviewed:** Issue 181
Web: www.apple.com/uk
Full review: www.techradar.com/31026
Key specs: 1x USB 2.0, 3x Ethernet, 1x WAN; 802.11n, 802.11a/b/g; WEP, WPA, WPA2, MAC address filtering, NAT firewall

- Easy disk mounting; 802.11n; huge range; up to 50 users
- UK restricted to 2.4GHz channel; no modem

"The AirPort Extreme Base Station enables Mac integration and provides a fast, secure wireless network in minutes."

Iomega Home Media ★★★★★



Price: £110 **Reviewed:** Issue 207
Web: www.techradar.com/577291
Full review: www.techradar.com/577291
Key specs: 500GB; 1x Gigabit Ethernet; 1x USB 2.0
 ➤ Easy to set up and use; elegant interface
 ➤ Can't set up playlists

Apple AirPort Express ★★★★★



Price: £65 **Reviewed:** Issue 195
Web: www.techradar.com/311070
Full review: www.techradar.com/311070
Key specs: 802.11a/b/g/n; WEP, WPA, WPA 2
 ➤ Easy to set up; AirTunes; supports Windows
 ➤ Still need to add a broadband router

>> STORAGE

Iomega 500GB MiniMax



★★★★★

Price: £80
Web: www.iomega-europe.com
Full review: www.techradar.com/226173
Key specs: 500GB; 3x FireWire 400, 3x USB 2.0 ports; up to 480MB/sec (USB 2.0) & 400MB/sec (FireWire 400) transfer speeds

- Large capacity; doubles as USB/FireWire hub; Mac mini shape; very fast
- Bit pricey

"The perfect companion to your Mac mini has substantially improved capacity, offering superfast transfer speeds."

Iomega eGo Helium 320GB ★★★★★



Price: £90 **Reviewed:** Issue 204
Web: www.techradar.com/492523
Full review: www.techradar.com/492523
Key specs: 320GB capacity; USB 2.0 interface
 ➤ Pretty design; solid performance
 ➤ USB only; case scratches easily

Buffalo DriveStation Combo ★★★★★



Price: £103 **Reviewed:** Issue 197
Web: www.techradar.com/380224
Full review: www.techradar.com/380224
Key specs: USB 2.0; FireWire 400; 2x FW 800
 ➤ 500GB; lots of connection options; cheap
 ➤ Can get hot; no LED indicator

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BUYERS' GUIDE

>> IPOD ACCESSORIES

iSkin Cerulean TX+RX



★★★★★

Price: £108 **Reviewed:** Issue 193
Web: www.iskin.com
Full review: www.techradar.com/224088
Key specs: Turn iPod into a remote; 10m range; easy USB connection

- ⊕ Easy setup; wide signal range; great sound transfer
- ⊖ High price

"This little accessory offers a very obvious improvement over the way people normally use iPod speakers."

Griffin Clarifi ★★★★★



Price: £19 **Reviewed:** Issue 202
Full review: www.techradar.com/476914
Key specs: iPhone 3G case; built-in macro lens
⊕ Macro lens for better quality close-ups; sturdy
⊖ Nothing

Macally TunePro Flat Panel ★★★★★



Price: £80 **Reviewed:** Issue 191
Full review: www.techradar.com/218943
Key specs: 33.5x11.5x13cm; 0.6kg
⊕ Great sound; easy-to-slap snooze button
⊖ Remote sold separately

>> MAC ACCESSORIES

Pro-Ject Debut III



★★★★★

Price: £195 **Reviewed:** Issue 200
Web: www.project-audio.com
Full review: www.techradar.com/102079
Key specs: Phono/USB turntable with integrated MM phono pre-amp, digitisation of analog signals for recording to disk

- ⊕ Outstanding sound; high build quality; update-ready and tweakable
- ⊖ Static crackle required codec update

"The Debut III Phono/USB turntable from Pro-Ject is outstanding - and that's before you add a USB interface."

Line 6 Pocket Pod ★★★★★



Price: £79 **Reviewed:** Issue 200
Full review: www.techradar.com/457821
Key specs: 300+ presets; 16 effects; CD/MP3 jack
⊕ Portable; good price; fully Mac-compatible
⊖ Clunky interface; lacks some pro functions

Macally Powerlink 3-in-1 ★★★★★



Price: £42 **Reviewed:** Issue 206
Full review: www.techradar.com/458087
Key specs: Supports 2.5-inch IDE/SATA; USB 2.0
⊕ Very versatile; convenient for travellers
⊖ Expensive; loose caps easily lost

>> IPHONE APPLICATIONS

NetNewsWire



★★★★★

Price: £FREE **Reviewed:** Issue 199
Web: www.newsgator.com
System reqs: iPhone OS 2.0
Available from the App Store, directly through your iPhone or via iTunes.

- ⊕ Sync with your Mac's copy of NNW using the newsgator.com site
- ⊖ Can't mark already-read items as unread

"There is no better RSS reader for the Mac or the iPhone, and keeping read items in sync between both is superb."

Skype ★★★★★



Price: £FREE **Reviewed:** To be reviewed in MF209
System reqs: iPhone OS 2.1

- ⊕ Free calls to other Skype users; cheap to others
- ⊖ Dialling from your address book can be a pain

LogMeIn Ignition ★★★★★



Price: £17.99 **Reviewed:** Issue 203
System reqs: iPhone OS 2.0

- ⊕ Reliable remote control of computers over web
- ⊖ iPhone's paltry RAM causes problems; pricey

>> EMAIL CLIENTS

Apple Mail 3.3



★★★★★

Price: £85 (with OS X) **Reviewed:** Issue 198
Web: www.apple.com/uk
Full review: www.techradar.com/591016
System reqs: 9867MHz Mac, 512MB RAM, 9GB HD space, DVD drive, Mac OS X 10.5

- ⊕ Easy to install and use; good spam protection; excellent search filters
- ⊖ Need Leopard for latest version

"Apple Mail is more mature and more reliable than the competition. It's great for home or business use."

Mozilla Thunderbird ★★★★★



Price: £FREE **Reviewed:** Issue 198
Full review: www.techradar.com/142475

- System reqs:** Mac OS X 10.2 or later
- ⊕ Excellent spam protections; simple setup
 - ⊖ Not perfect OS X integration

Microsoft Entourage 2008 ★★★★★



Price: £100 (with Office) **Reviewed:** Issue 198
Full review: www.techradar.com/142428

- System reqs:** 512MB RAM; Mac OS X 10.4.9
- ⊕ Ease of use and setup can't be faulted
 - ⊖ No integrated RSS reader

BUYERS' GUIDE

>> HOME OFFICE

Apple iWork '09



★★★★★

Price: £69 **Reviewed:** Issue 205
Web: www.apple.com/uk
Full review: www.techradar.com/500293
System reqs: G4 (500MHz or faster) processor, Mac OS X 10.4.11 or later, 512MB RAM (1GB recommended).

- + Keynote is a market leader, and the rest of the apps are catching up
- Both Numbers and Pages still lack some basic features

"The '09 update sees some good features added and some general improvements. Worth it for Keynote alone."

Micromat TechTool Pro 5 ★★★★★



Price: £87 **Reviewed:** Issue 206
Full review: www.techradar.com/528167
System reqs: G4/G5; 512MB RAM; Mac OS X 10.4.9
 + Comprehensive tools; reliable performance
 - Won't boot Oct '08 MacBooks; expensive

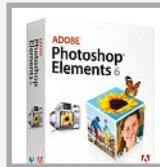
FileMaker Pro 10 ★★★★★



Price: £261 **Reviewed:** Issue 205
Full review: www.techradar.com/500402
System reqs: G4/G5; 256MB RAM; OS X 10.4.11
 + Script triggers; customisable toolbar; SMTP
 - Lacks platform-specific look and feel

>> VISUAL TOOLS & LAYOUT

Photoshop Elements 6



★★★★★

Price: £68 **Reviewed:** Issue 194
Web: www.adobe.com/uk
Full review: www.techradar.com/224437
System reqs: G4, G5 or multicore Intel processor; OS X 10.4.8-10.5; 512MB RAM (1GB rec); 64MB VRAM, 1GB hard disk space

- + Good interface; Guided mode for beginners; Colour Curves
- Layer Masks still tricky; small type on grey; takes over entire screen

"Photoshop Elements 6 is insanely good value for money. It's worth every penny and great fun to use."

Live Interior 3D 2.0 ★★★★★



Price: £34 **Reviewed:** Issue 205
Full review: www.techradar.com/500278
System reqs: Mac OS X 10.4.8; 1GB HD space
 + Lots of objects & materials; fast renders; value
 - Can't create furniture; some features only in Pro

Softpress Freeway Pro 5 ★★★★★



Price: £123 **Reviewed:** Issue 195
Full review: www.techradar.com/311508 **System reqs:** Mac OS X 10.4.11+
 + Improved performance; great new Actions
 - Single undos; lacklustre Graphics Actions

>> GAMES

Spore



★★★★★

Price: £29 **Reviewed:** Issue 201
Web: www.spore.com
System reqs: Intel Core Duo processor; 1GB RAM; Mac OS X 10.5.3; ATI X1600 or NVIDIA 7300 GT; 128MB VRAM; or Intel Integrated GMA X3100, 4.7GB HD space

- + Great looks; five great phases; variety of styles; accessible
- Too simplistic?

"Spore is an amazing experience on a huge canvas, but in broad, simplistic brush strokes. It's amazing."

Jade Empire: Special Edition ★★★★★



Price: £35 **Reviewed:** Issue 204
Web: www.gametreeonline.com
System reqs: Intel Mac; 1GB RAM; OS X 10.4.11+
 + Great story; fun combat; entertaining guests
 - Relatively short

LEGO Indiana Jones ★★★★★



Price: £30 **Reviewed:** Issue 205
Web: www.feralinteractive.com
System reqs: Intel 1.8GHz; 512MB RAM; OS X 10.4.8
 + Loads of levels; cooperative play; in-jokes
 - Awkward keyboard controls; formulaic

>> MULTIMEDIA SOFTWARE

Apple Logic Studio



★★★★★

Price: £312 **Reviewed:** Issue 189
Web: www.apple.com/uk
Full review: www.techradar.com/227009
System reqs: G4/G5 1.25GHz processor; 1GB RAM; Mac OS X 10.4.9+; 1,024x768 screen; QuickTime 7.2 or later; 7GB HD space

- + Awesome power; sounds great; unbeatable value; intuitive interface
- Old users may balk at the new-look interface

"Apple Logic Studio is a comprehensive professional music package. And it's unbeatable value for Mac users."

Apple iPhoto '09 ★★★★★



Price: £69 (part of iLife '09) **Reviewed:** Issue 206
Full review: www.techradar.com/527969
System reqs: G4/G5; 512MB RAM; Mac OS X 10.5.6
 + Practical tools; new options to export slideshow
 - Faces could be better; few cameras have GPS

Apple iTunes 8 ★★★★★



Price: £FREE **Reviewed:** Issue 201
Full review: www.techradar.com/468551 **System reqs:** G3+; 512MB RAM; OS X 10.4.9
 + Genius feature; HD movies on Store; Grid view
 - Genius recommendations affect performance

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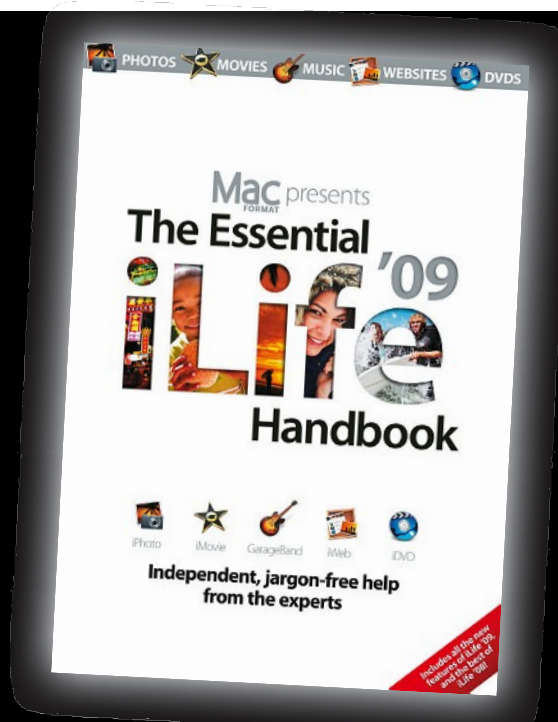
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Next month: Mac OS X Leopard secrets revealed

Discover hidden features and
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DISCOVER HOW TO...

- Use multiple layers and cutaways in iMovie
- Master gradient maps in Photoshop
- Locate your images faster in iPhoto

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On the disc

● FULL SOFTWARE ● EXCLUSIVE DEMOS ● ESSENTIAL SHAREWARE ● READER OFFERS

Welcome to the disc

Issue 208



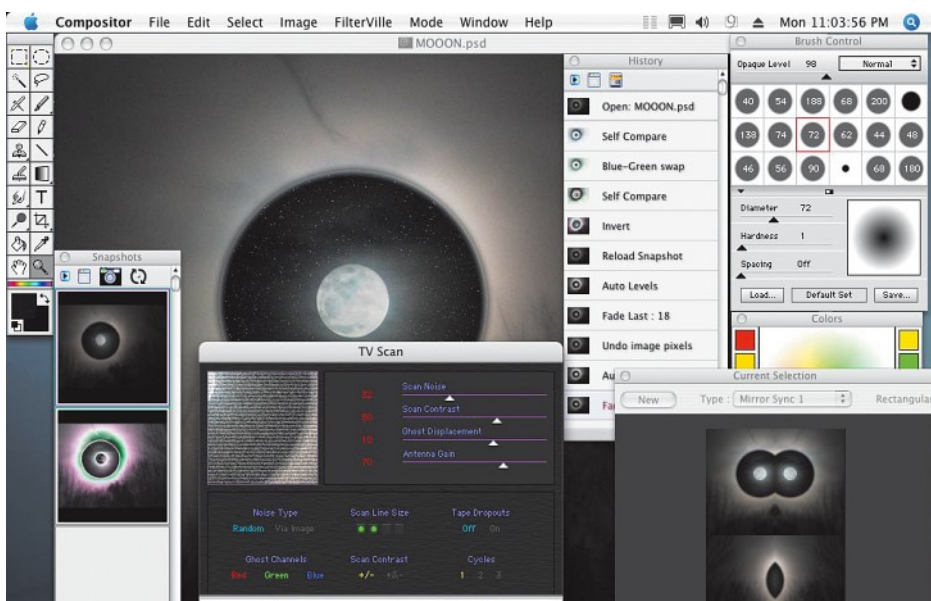
Here in the *MacFormat* office, we're regularly playing pranks on each other - from the classic OS X Desktop tweaks, such as inverting screen colours, to the more stomach-sinking kernel-panic screensaver. It's reached such a point that many of us feel obliged to permanently hover around our workstations, refusing to even go for lunch, in case we return to some monumental computer-based cataclysm induced by a colleague.

Fortunately, unbeknownst to my fellow workers, I have discovered a rather effective means of defence

"I'm retiring my method of tattooing passwords to the inside of my eyelids"

against the main pranksters: *Rohos Logon Key*, a full product found on your *MacFormat* disc. It provides a means of locking your Mac, simply by using a USB drive. I'm relieved to be able to retire my previous tried-and-tested method of tattooing my incredibly elongated passwords to the inside of my eyelids. I expect this new weapon in my arsenal to fully scupper the plans of my attackers and swiftly end the prank war. But only time will tell...

Each issue, Disc Editor Simon Holland selects a fantastic array of software, from games to shareware, for you to enjoy on your Mac.



>> FEATURED SOFTWARE

The interface looks like early versions of Photoshop.

Compositor 2.9.4

Spruce up your photo collection with this artistic app

Not everyone can afford the second mortgage required for buying Adobe's *Creative Suite*, or even *Photoshop*. This is why there is a wide selection of low-cost image editors on offer. But, it takes a lot for one of these to stand out from the crowd and even more for it to be used on a regular basis. *Compositor* attempts to do both by concentrating on one particular aspect of photo manipulation that is the creation of art.

While it can also accomplish all the regular tasks involved with

image editing, the bevy of filters and effects appear to be aimed more at the art niche. These include Drop Shadow, Gaussian Blur, Unsharp Mask, Keystone Correction and Distort Filter. There's also the Paste using blend and compositing effects option, which is apparently where the software's name stems from.

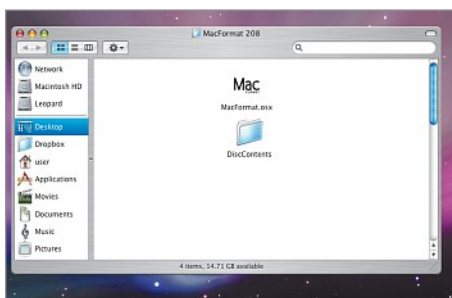
Long-time *Photoshop* users may recognise the user interface as it bares a remarkable resemblance to old versions of the software. This might even aid in the transition to the tool.



>> GET YOUR SERIAL CODE

Some products on the disc require registration to unlock all the features. Instructions are on the interface, which is loaded from the disc's root.

» HOW TO / Install the programs on your disc



01 Loading the disc

After inserting your *MacFormat* disc into your drive, double-click the disc icon on your Desktop, then double-click the icon named *MacFormat.osx*. This will load the interface so you can view info about the items on the disc.

02 The software

Once loaded, accept the terms and conditions in order to go to the homepage. From here you can click **Software**, **In The Mag** or **Podcast**. The first two lead to sub-sections, which contain the software tools.

03 Getting the apps

Selecting an item will load details about the software. To delve straight into the app, click **Click here to open**. An installer will load or you will go to a window to extract the archive or execute the setup file manually.

Full disc contents

The complete list to what you'll find on your disc this issue

SOFTWARE

Full software

5 RapidWeaver themes
Compositor 2.9.4
Rohos Logon Key 1.4

Recommended

Compositor 2.15
Rohos Logon Key 1.6.1
VMware Fusion

Top freeware

Burn 2.1u
Cruz 0.2
Folder Splitter 0.9b10
JAlbum 8.2.6
JollysFastVNC 0.98.04

MacVideoTunes 1.0
Postbox 1.0b9
Safari 4 Modifier 0.2.2
TapNTune 1.2
Temperature Monitor 4.7

IN THE MAG

Cover feature

BeNicer 2.0
Carbon Copy Cloner 3.2.1
Lingon 2.1.1
Monolingual 1.3.9
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Pacifist 2.5.2
RapidWeaver 4.2.1
ShutterBug 2.5

Q&A

Applejack 1.5
SafariStand 4.0L166

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Leap 1.1
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Yep 1.8

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On your disc

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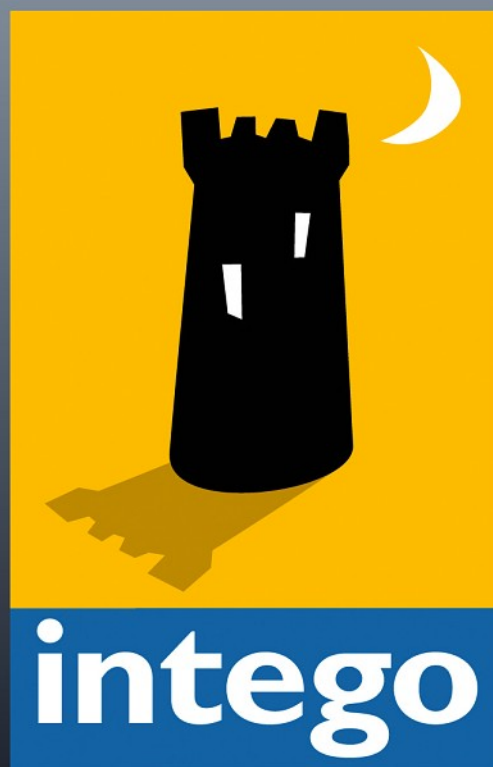
Interface

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